

IGN.COM *unplugged*

COMPLETELY FREE*
*FOR IGNinsiders

NINTENDO CONNECTION

**GBA AND GAMECUBE HOOK-UP
FOR A NIGHT ON THE TOWN**

CS12 ARMY SIM

**FIND OUT WHAT VIDEOGAMES
THE ARMY IS PLAYING**

HARVEST MOON GUIDE PT.1

**WE DIG DEEP INTO NATSUME'S
FARMING SIM**

CODES GALORE

SSBM, MGS2, GTA3 AND MORE

TUROK **EVOLUTION**

**WE CHAT WITH ACCLAIM AUSTIN ABOUT
THE NEXT ADVENTURES OF TAL'SET**

 **Snowball**



0 IGN.COM 0



Letter from the Editor ::

Ah, February. This is traditionally the slow time for gaming – the calm before the storm if you will (which is much better than the clam before the storm if you ask me). While most companies are holding back the gaming goods from peering eyes until E3, thankfully at least some of them are still out there strutting their stuff – and quite impressively at that. This month I'll Miss Fran Mirabella snagged a trip down to Austin, Texas to see the latest developments with Turok: Evolution, and scored an exclusive interview with the team. Not to be outdone, Steve Butts donned his fatigues to check out what the Army is playing. Also Mr. Pocket himself – Craig Harris – has the ins and outs on connecting your GBA to the GameCube. You'll find all of this plus the normal smattering of game and DVD previews, the latest on cool gear, and a mini-guide for Harvest Moon.

And yes, thank you all for your patience while waiting for this Unplugged. We bit off a little more than we could chew trying to completely redesign the site while keeping up with our regular workload, but we think this issue is worth the wait.

Tal Blevins

– Tal Blevins

:: TABLE OF CONTENTS



mail call :: 005
ign.comic :: 056

gamecube :: 023
Preview: MX Super Fly
Preview: All-Star Baseball 2003
Preview: Pac-Man World 2



game boy advance :: 027
Preview: Tony Hawk's Pro Skater 3
Preview: Atari Arcade Advance
Preview: Worms World Party



pc games :: 030
Preview: Spring Break
Preview: Freedom Force
Preview: Warcraft III: Reign of Chaos

playstation 2 :: 033
Preview: Star Wars Jedi Starfighter
Preview: Commandos 2
Preview: TransWorld Surf



xbox :: 037
Preview: Spy Hunter
Preview: Street Hoops
Preview: Conflict: Desert Storm

entertainment :: 040
Gear: The Aragon Stage One
Gear: Evolution Motion Picture Player
DVD: Previews - Jay & Silent Bob, A.I.



codes :: 044
Guide: Harvest Moon: Save the Homeland
Codes: Amped: Freestyle Snowboarding
Codes: Baldur's Gate: Dark Alliance
Codes: Grand Theft Auto III
Codes: Metal Gear Solid 2: Sons of Liberty
Codes: Soldier of Fortune
Codes: Super Smash Bros. Melee
Codes: Moulin Rouge DVD Easter Eggs



Peer Schneider - Network Director

Steven Horn - Editorial Director

Talmadge Blevins - Editorial Manager

Scott Allen - Director of Design

Wendy Mazzoni - Senior Producer

IGNinsider

Jason Bates - Editor in Chief

IGN PC

Stephen Butts - Editor in Chief

Dan Adams - Editor

Ivan Sulic - Associate Editor

IGN GameCube / N64

Matt Casamassina - Editor in Chief

Fran Mirabella III - Editor

IGN PS2 / PSX

Doug Perry - Editor in Chief

David Smith - Editor

IGN Pocket

Craig Harris - Just One Guy in Chief

IGN Xbox

Aaron Boulding - Editor

Hilary Goldstein - Contributing Editor

IGN Guides

Chris Carle - Editor in Chief

IGN Gear

Michael Wiley - Editor in Chief

IGN DVD

Jeremy Conrad - Editor

IGN Filmforce

Brian Zoromski - Editor in Chief

Brian Linder - Editor

IGN Design Team

Marty Smith - Art Director/ Ho of the Month

Ryan Jennings - Sr. Production Designer

Dave Vilorio - Sr. Visual Designer

Unplugged Copy Editors

Matthew Loewen

Christian Nielson-Buckholdt



The Fine Print:

All contents © 2001,2002 IGN.com/Snowball.com. All rights reserved.
 IGN Unplugged is published by IGN.com, a division of Snowball.com,
 3240 Bayshore Blvd, Brisbane, CA 94005, USA. Reproduction in
 whole or part is prohibited. Please do not distribute.
 IGN.com/Snowball.com are not affiliated with the companies or
 products covered in IGN Unplugged. Unplugged is only available to
 IGN subscribers. For subscription information, go to
<http://insider.ign.com>.

COMPUSA's

game fixx

we're your connection!

Are You A Hardcore Gamer? Join The Club That Proves It!

Join Now and Get:

- \$20 Gift Card†
- FREE Hardcore Tournaments
- 10% off Purchases*
- FREE T-Shirt
- Kick @\$\$ contests That Rock!
- One Year FREE IGN Insider Membership**

COMPUSA's
game fixxSM
we're your connection!

TERMINATOR
JOHN DOE
0000 0000 0000 0000
Valid through 01/03

micronpe



SIDEWINDER

AMD

hardcore

Join Today At www.gamefixx.com Or The CompUSA Store Nearest You!

† The \$20 CompGIFT™ card offer expires March 1, 2002. *10% discount does not apply to desktops, notebooks, monitors, printers, digital cameras, digital camcorders and console / handheld gaming systems. Discount cannot be combined with other promotions such as Instant Savings, Price Breaks, etc. Final price not to fall below CompUSA's cost. **Internet service required to obtain your complimentary IGN Insider subscription. Due to IGN.com privacy policies, IGN Insider subscription is not available to game fixx club members under the age of 13. For more information on game fixx club memberships, please visit us online at www.gamefixx.com. Terms and conditions are subject to change. Visit www.gamefixx.com/terms.asp for updated information. All Rights Reserved. game fixx and gamefixx.com are service marks of CompUSA. CompUSA is a registered trademark of CompUSA Management Company. © 2002 CompUSA Management Company.



EMAIL OF THE MONTH ::

\$*&% u! Why are u making us pay money to read \$#!%! u \$*&%in guy. Ign can suck my hairy %*#&. Im suing!!!! ill see ur \$#**& ass in court u son of a bitch!

Sincerely,
\$*&% u

GameCube ::

RE Remake on PS2

I just came back from IGN's PS2 General Message Board, and participated in a thread about the possibility of Resident Evil 1 being possible on PS2. I mean, just out of curiosity, can it be done and keep the same amount of detail, loadings, etc. Thanks.

– Fers

Fran responds: Great question. I think absolutely Resident Evil could be done on the PS2. However, I do not think it could look as good. For one, the pre-rendered backgrounds, from what we understand, use special full-motion video techniques on top of them for animations, which Nintendo helped Capcom with. So, a fire burning, blades of grass swaying in the wind, shadows casting, etc – I think those might be a hard translation to PS2. Also, the characters are incredibly detailed. Capcom is using a lot of GameCube's lighting and texture power to give them a crisp look (though, I still haven't seen it running in real-time up-close). This also, I think, would probably not work as well on the PS2.

First Half of 2002

What will the next 6 months look like for GCN? From the perspective of someone who doesn't worship Nintendo.

– Tgammet

Fran responds: I was under the impression that I did worship

Nintendo. I mean, I do have that alter at the foot of my bed... But, anyhow, I'll tell you. Quite frankly, if Eternal Darkness: Sanity's Requiem and Star Fox Adventures don't make it out by June, then the first half of 2002 sucks. Those are the two titles that Nintendo had positioned almost perfectly to keep Gamecube owners happy for the first half of the year. Now, we're left to chew on third-party rehashes for the most part. Now, for those of us who haven't played games like Spy Hunter and NBA Street – sure, those will keep us busy. And, yes, Soccer Slam from Sega should be pretty fun. However, as I said, losing two of the highest caliber first-party titles hurts a lot. Now, if you asked me how the second half of 2002 would be, I'd probably choke on my own drool (barring no delays). So, hold tight. You'll have to cross this desert to get to the promise land.

PlayStation 2 ::

Circumvention

Grand Theft Auto 3 is banned throughout Australia. Is there anywhere in the world which use the same region coding as Australia?

– Megan

David responds: Sure. Copies of the game sold in England and Europe should do just fine on your Australian PS2. The region codes and TV standards are both compatible.

My Eyes...!

In Jak and Daxter after you beat the game if you have 100 of the 101

power cells you get a secret ending. During the secret ending the door opens and there is a bright light. Do you know what that is supposed to be?

– Unknown Guy

David responds: You know in Kiss Me Deadly, where the woman opens the suitcase and gets fried? Same thing.

FilmForce ::

Alexander the Not-So-Great?

Brian, Hollywood is making three films about Alexander the Great!? Was the Richard Burton Alexander (1956) film really that bad that we need three films to make up for it? Was this guy as important as Amy Fisher, the 'Long Island Lolita'?

– Kevin

Linder responds: Kevin – I feel ya! It seems that Alexander films have become the latest horse race in the business. So why this fascination with the man who conquered nine-tenths of the known world before the age of 25? The answer is obvious: money! Historical war epics are huge and easy to sell. Their appeal spans all age demographics; guys will love the fighting and the heroics; girls will love the young male lead. If you can just make a decent picture and keep the budget in check, it's an easy bank at the box office. Sad, but true.

She's So Lucky

What is up with Britney Spears' movie? I heard some stuff about it, but I don't know if it's true. Yeah, it will probably suck, but I will go see it ▶

if she's dancing around in her underwear like I heard.

– Phat Moe

Linder responds: *Moe – You'll be happy to know that Britney Spears' Crossroads arrived in theaters on February 15th. The film is basically a road-trip movie where Britney and two of her friends travel cross-country and become stars in the process. Sounds dumb? It probably is. And for your information: The trailer did feature a scene of Britney dancing around her bedroom in her skivvies but rumor has it that those scenes have been trimmed from the film – spelling certain doom for the film's box office take.*

DVD ::

Terminator Confusion

There are two different Terminator 2 Ultimate Edition DVD's. The one with two DVD 9's and the one with one DVD 18. I noticed on my movies the one with two DVD 9's that there is an artifact in chapter 23 and one in chapter 50(the theatrical version). Does the T2 DVD with the one DVD 18 have these two artifacts? Thanks a lot.

– Joe Somebody

Jeremy responds: *I own both the DVD-9 and DVD-18 versions of the T2 Ultimate Edition and haven't noticed the artifacts that you described. Sometimes it could be just a glitch between the disc and your player.*

Beautiful DVD

When does Beauty and the Beast come out on DVD?

– Dr. Random

Jeremy responds: *Disney appears to be releasing their "Platinum DVD" films on IMAX the January before they are scheduled to be released. That means with Beauty and the Beast out on IMAX right now, it'll be in stores in October. Next year, The Lion King hits IMAX in January and DVD in October, and in 2004 we'll see Aladdin.*

PC ::

StarCraft 2 Rears Its Ugly Head

I found out some information about StarCraft 2 that I thought I might inform you about. I don't know if the info is true or not but it is what I have heard. On Christmas I saw my cousin who said that one of his friends won a SC competition and got a preview of StarCraft 2. When I went to the Wizards of the Coast to pick up a copy of Shadows of Luclin, the salesman and I somehow started talking about SC and he mentioned that his friend works for Blizzard and is currently working on StarCraft 2 and that it will feature 5 races, including a zerg-protoss hybrid race, and that it will probably come out in 2 years. Hope this information is useful.

– a hopeful StarCraft fan

Dan responds: *Well I'd love to do nothing more than confirm your suspicions about the game, but honestly, I'd have no way to. We've had plenty of rumors like this before from people who know someone that slept with someone that walks the dog of someone that works at Blizzard. Honest answer from us is still the same. We have no idea. They won't say anything about it to us if it is in development. But considering they're trying to finish WarCraft III up (with an expansion undoubtedly already in the works) and now have World of WarCraft in the forge as well, if it is in development, it's at a very early stage. But I don't think you need to doubt that Blizzard will certainly dip back into the StarCraft pot of gold one of these days and we'll be there to tell you when they do.*

Straight to the Point

What the hell ever happened to Team Fortress 2?

– Diego4545

Dan responds: *It's still in development. This is one of those games they're likely not to tell us anymore about until they are*

absolutely sure that it's coming out in the near future. They announced it years ago and since then have had to completely rework the engine and have added to the mechanics. Hopefully we'll hear something soon or at least at E3 this year.

Xbox ::

JapanBox

Hi IGN!! Keep up the bomb ass work!! :) I just wanted to ask you guys when the Japanese XBOX is coming out? The US Xbox Controller is just so clunky I wanted to know when the Japanese controller will be out and if it's the same USB port as the US controller. IF you guys know, can you pass on the info?? Thanks a lot.

– Alex, San Jose, CA

Aaron responds: *The Xbox launches in Japan on February 22 so you should be able to import your controller the same week. Most Xbox fans have pretty much gotten used to the standard US controller, but the Japanese unit is quite nice. And yes, from what we've seen, the Japanese controllers will work just fine with N. American systems.*

In The House

I would like to know why after more than 10 seasons there hasn't been a single Arena Football League video game. It is one of the most exciting, and fast paced sports out there. Arena football has a huge fan base and between the Arena League and the Arena League 2 there are more than 70 teams. I think developers are missing out on a chance to create the most exciting sports game out there.

– Matthew Grant

Aaron responds: *There has been a single Arena Football League game, it just never made a return appearance. Kurt Warner's Arena Football Unleashed came out for the PSX about two years ago. It made use of the NFL Blitz engine, but the game never captured the imagination of fans. The sport has tremendous ▶*

appeal in the various towns that have teams but its popularity didn't translate very well to videogames.

Even When They Love Us, They Hate Us

I hate your XBox site. Know why? Because of all the damn media and previews you show of XBox games. I finally broke down and bought the Jolly Green (and black) Giant last week because of everything I saw on your site. The plan was to keep my PS2 as my main system and have the Box as the companion system. Then something funny happened...I got used to the controllers, and then checked out Box versions of PS2 games I already owned. I traded in the PS2 games and bought the Box versions. So then I started thinking that maybe PS2 would become my bitch system with the Box being the main man.

Then you know what happened? I bought the XBox DVD playback kit. Now my PS2 isn't even hooked up anymore. I have one of those low-priced speaker setups for gaming consoles, and since I ripped most of my cds into the XBox harddrive I also use it for a stereo. But once upon a time I was a dedicated Sonyist, a fan-boy even. Now look at me.

This is all your damn fault. And for that, I thank you!

– Tom

Hilary responds: *Well, we hate you too for visiting our site and enjoying it. Damn you all to hell! Seriously, it's nice to know we were able to get someone to fork over some serious bucks for the nine-pound beast. Lots of people write us asking questions and wanting to know stuff. Not enough people write to tell us that we turned their PS2 into a paperweight. I've got to say, I still play the heck out of my PS2. I just switch between it and my Xbox. There are plenty of fine PS2 games you can't find on the big green box. Like GTA3 and FFX. But my Xbox is*

getting a bit more play nowadays with Jet Set Radio Future and Rallisport Challenge. If you feel your PS2 is falling short, maybe you should sit it next to you on the couch and force it to watch you play Xbox games. It'll either shape up or fall into a deep depression casting it into a downward spiral of despair. I think it's worth the gamble.

Game Boy Advance :: Feeling Blue

In one of your articles on IGNpocket you talked about the new "Midnight Blue" colors released only in Japan. But my friend owns a "Toys'R'us Limited Edition" GBA, and it's a midnight blue color. The only other difference is the Toys'R'us text at the top of the black border around the screen. Why didn't you say anything about this in the article?

– KypD

Craig responds: *The "Midnight Blue" system that Toys 'r Us has released in the US is not the same "Midnight Blue" system that's been released in Japan. The US system is a solid color, whereas the Japanese version is a very, very cool clear blue. The one in Japan is the one you want to get...and it can be imported at places like Upstate Games (www.upstategames.com). If they have it in stock. And, yes, the Japanese system will work in the US...no territorial lockouts on the Game Boys.*

It's Called "Editor's Choice" For a Reason

Let me get this straight. When you chose your Editor's Choice winners, you apparently paid no attention to your own review scores for the games. Advance Wars: 9.9, Castlevania - Circle of the Moon: 9.0, Golden Sun: 9.7. It's all good, but you seemed to forget one thing. The Legend of Zelda: Oracle Series: 10!! A perfect 10, beating out each and every one of the previously listed games. And yet, all the Oracle Series

got in the Editor's Choice awards was a worthless runner-up for Best Adventure game.

Let me ask you how Castlevania beats out Zelda when Zelda clearly beat it out by a whole point? Not to mention, Zelda beat out Golden Sun by 3/10's of a point, and Advance Wars by 1/10th. But despite this, Zelda didn't even get runner-up for Game of the Year.

So I just want to know. Do you not pay attention to your own review scores? Even after Zelda got a perfect 10, better than all other Gameboy games this year, it did not get one award. By all means it should've beaten out Castlevania for Best Adventure game, and should have at LEAST nabbed the runner-up spot for Game of the Year.

I implore you to rethink your decisions, even if you can't change them.

– FDLINK

Craig responds: *You have to keep in mind that a 10 on the Game Boy Color doesn't necessarily beat out a 9 on the Game Boy Advance. Each system has its own standards...and there's only so far you can go on a Game Boy Color system. A 10 rating on the Game Boy Color means that this game is an absolutely perfect game FOR THE GAME BOY COLOR. You will notice that the Game Boy Advance has not been awarded a 10 yet on IGN, as the standards have been raised thanks to the advance graphics and sound hardware...it will be much, much tougher to impress folks, since the system can do a lot more than the weak GBC.*

You can email the editors at:

cube_mail@ign.com
xbox_mail@ign.com
filmforce@ign.com
dvd_mail@ign.com
ps2_mail@ign.com
pc_mail@ign.com
pocket_mail@ign.com



TUROK

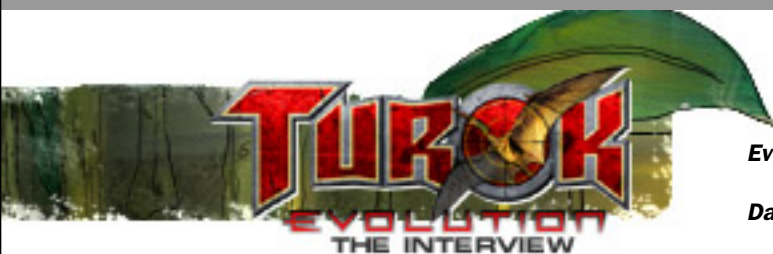
EVOLUTION

THE INTERVIEW

Last month IGN sat down with the creative forces behind the next installment of one of Acclaim's biggest franchises, *Turok: Evolution*. Currently the title is roughly only 50% complete, so the version Acclaim let IGN go hands-on with was only a taste of what is to come. The team promises that there are many more improvements to be made and wanted to share a little bit of their vision with us. So, we chatted with some of the core members of the development team including Acclaim Austin's head honcho and creative director, Dave Dienstbier, lead designer Neill Glancy, producer A.J. Fuller, lead programmer David Smith, sound designer Andy Brock, and multiplayer designer Berenger Fish.

Join us as we peer deeper into the pounding, bloody heart of *Turok: Evolution* in this revealing interview.





A.J. Fuller, Producer
Neill Glancy, Lead Designer
David Smith, Lead Programmer
Andy Brock, Sound Designer
Berenger Fish, Multiplayer Designer
Dave Dienstbier, Creative Director

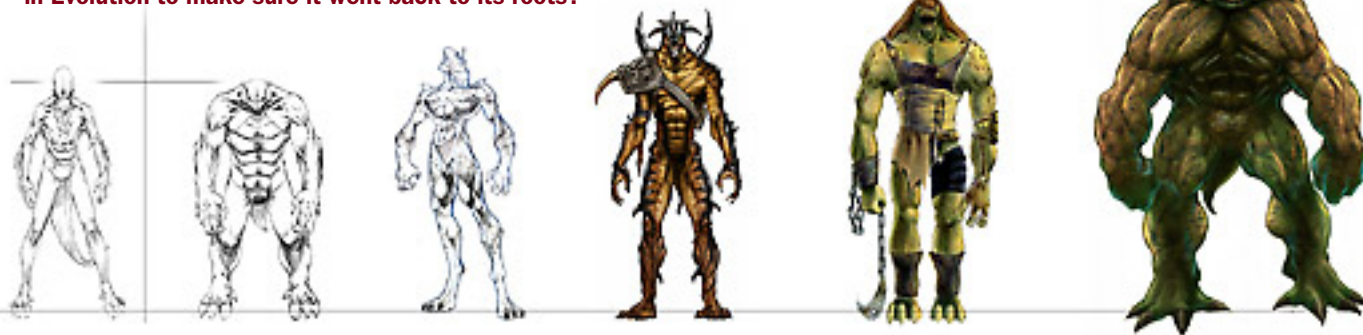
IGN: When did work on Turok: Evolution first begin?

Dave Dienstbier: Well, the project has been going for how many months now? It started in January of 2000, so about two years now. Planning, a little bit before that, obviously not locking down all the details. A year prior to shipping Turok 3 we already knew where we would be going with the next one.

IGN: The new Turok seems to be aimed at sort of recreating the thrills of the first one. How do you think it compares and contrasts with Turok: Dinosaur Hunter?

Dave D.: One of the main goals when we were creating the first one was to try to create the most organic, living worlds that had ever been seen. And that's obviously another big push for Turok: Evolution. What you guys saw [in the unveiling] is kind of one layer of that full effect. Dealing mainly with plant life and enemy life and indigenous life, but when you add in to that the wind factors, getting the final lighting in there, getting all the different interactive elements in place there, getting the bugs and the frogs and the turtles and all that good stuff, it's a long way to go. But in terms of a world that the player experiences, I think it's everything that we managed to succeed to a certain degree in the first one, but probably times a factor of about 1,000.

IGN: What was the one element you knew you had to have in Evolution to make sure it went back to its roots?



Everybody: Di-no-saurs.

Dave D.: They had to live. What was your quote Neill?

Neill: Something like, "Turok: Evolution's dinosaurs make all other games with dinosaurs look like sad, pathetic sock-puppet shows."

Dave D.: Exactly, I think we've managed to get that done. You guys didn't see all the dinosaurs. You've only seen a couple.

IGN: If you had to estimate, how many dinosaurs and creatures are in the entire game?

Dave D.: If you're counting insects, frogs, dinosaurs -- it's gotta be in excess of 50 or 60 if you count all the birds. It could very well be more than that. We've lost count.

Neill: There's all kinds of stuff. Fish, beetles, dragonflies, frogs, turtles...

IGN: In Turok: Evolution is there just one main character this time? Or will you have a choice?

Dave D.: You play the original Turok. You play Tal'Set.

IGN: What kind of weapons can we expect? In the demo you didn't show us much at all.

Dave D.: [laughs, grabs the microphone, and pulls it close to his mouth] That's a bald-faced lie and you know it! "You didn't show us much at all." Did you hear the tone of his voice?

IGN: [Laughs] Well, having played the previous Turoks we know you must have a lot in store for us.

Neill: Yeah, that's correct. There are a lot of other exciting weapon systems to be shown. But we can't divulge all of our secrets right now.

TUROK

EVOLUTION

THE INTERVIEW

Dave D.: You know, I mentioned the Swarm Bore to you. Everybody loved the Cerebral Bore, so we thought one is good, many is better. We'll leave the specific effect for you to ponder over, but I'll just give you a hint. Two words: meat logs.

Everybody: [Laughs]

IGN: Meat logs? Sounds like a bad weekend.

Dave D.: Actually, yeah. Don't quote me on that. It's very gruesome.

IGN: Obviously the expectations for the weaponry is pretty high.

Neill: There will be weapons and effects in the game never seen in the genre before. Industry firsts.

IGN: With all the weapons, will there be any kind of quick switch feature like the weapon wheel?

Neill: We've actually made some design changes to the weapons and the weapons structure. One of the things that we wanted to do to focus the game in and hone it in, specifically relating to weapons, was we made the decision that we wanted to have distinct weapons that are tools and really define their functions very clearly. We do not want the player to be toggling through bunches and bunches of weapons when they're trying to find the tool they need at the time. But we do want to give the players as many choices as they had before and one of the ways that we've actually tackled that in design is we have toggle-able weapon functions. For example, normally in games of this genre you have a weapon you're holding in your hand and you pull the primary trigger and something happens. Then you pull the secondary trigger and something else happens. What we did was we created this new concept, called a nozzle concept.

Basically what that means is a player can be holding one weapon, which can have as many functions as we want it to. What they do is they have a fire button for the weapon and they have a function toggle. So basically you can imagine having a different assembly that rotates on the front of the weapon. Without having to switch weapons you can say I want this function or that function by one button

tap, which rotates the assembly or makes the weapon transform or do whatever it does. So that the weapons are much more in the player's hand and less time is taken. It's always a problem in first-person shoots that you say, "Oh, well I wouldn't have died if I had this weapon." We're really trying to keep weapons in the players hands but not hold back on the amount of effects and the choices they can make. To just streamline it so they can get to what they need faster and enjoy the game more.

IGN: Here's a question about the story. When did you come up with the origin? Was it back in '96?

David S.: [Laughs and exaggerates] You know we knew this story way back when we started Turok 1. Nah, I'm not going to give you some George Lucas line of crap. But, I did know the story line and I had my ideas, but nothing stays exactly the same. The general plot and basic story line I was fixed on about 10 months before we started the game. That was just to get the original Turok, Tal'Set, back in there, tell his origin. We got the guys together and talked about where I was coming from. I thought it made sense to bring an element from Tal'Set's world into the Lost Land to give him some sort of personal vendetta to take part in. So we pulled this murderous cavalry captain who has got a grudge against Tal'Set, and Tal'Set obviously has a grudge against him because he slaughtered his people. It just seemed like a practical solution, a way to give him a real motivation to help the other people. Other than just being a, you know, stand-up guy. It really gives him something to fixate on. So, I'd say the basic elements [for the story] where there early on, but we made a lot of changes.

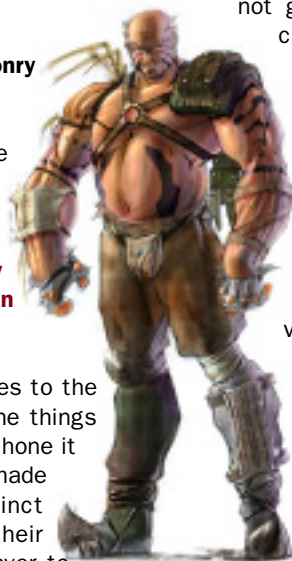
IGN: Let's talk a little bit about the flying levels. You said they were an old idea. Now that they're finally implemented how much gameplay time will they constitute?

Dave D.: There are four main flying events in the game. What you saw there weren't separate levels. They were smaller pieces of a level.

IGN: Blood and gore. It's almost a trademark of Turok. On the N64 when Turok 2 hit the animations and effects such as blood spraying out of creatures' necks was just stellar. Are you going to top that or will you tone things down?

Neill: No, it's getting worse.

Dave D.: [Laughs] We're not toning anything down. ►





IGN: What kind of differences are we going to see as far as taking advantage of the different systems – Xbox, PlayStation 2, GameCube?

David Smith: What we're going for with the different consoles is we're trying to make each console exactly the same as the other. It may be on some console we can't do every single one of the environmental effects that we can do on another, but the way our engine works is it is shared across all the platforms. All this stuff is turned on into data. So, no console will be compromised. The final aim is to get the game looking as close to identical as possible on all three platforms.

Dave D.: Obviously you're not going to say, "We're not using bump-mapping on this one because that one can't do it." We want everybody that plays this game, no matter what system they're playing on, to have one of the best looking games that exists on the system. Also while not feeling like, "Well, gosh, if I had that machine it would have that and that." The game is going to be fantastic on all three platforms. They're all equally important to us, quite honestly.

IGN: They're all going to come out at the same time?

Dave D.: That's the plan. It's a big one. It's a tremendous thing to ask of the guys creating the engines. You typically get a company asking for a game on two consoles. So they give you one and a few months later they give you the other. We're kind of leaning on our guys just asking, "So, can you get all three of those on the same day? Thanks." [Winks sarcastically] All the versions are coming along very well. The goal is to have all three simultaneously launch on all three, which would be cool.

David Smith: And all the platforms have the same resources allocated to them. We're not really focusing on any one platform. There's no lead platform.

IGN: The swaying of the trees was a nice touch. Can you give us any other examples of subtle visual effects you'll be pulling off?

Dave D.: Well, we've got a real-time flatulence generation system that's just fantastic.

Neill: We have the interactive trees, which obviously looks good and is a gameplay device. We have a proprietary destruction tool, which we didn't demonstrate today. This



Turok: Evolution is a return to the series' roots, a prequel that takes place before the original adventure **Turok: The Dinosaur Hunter** first seen on the Nintendo 64. The main character Tal'Set is one of the last surviving members of the Saquin Nation and is travelling with his people towards Mexico in hopes of a safer land. Unfortunately, he and his people have played into the hands of the malicious Captain Tobias Bruckner, who is under order to bring in Chief Grey Owl, Tal'Set, and the rest of the Saquin without bloodshed. However, in a selfish act of pure hatred, Bruckner takes it upon himself to reign terror on the group. The deadly ambush is pure chaos. Bullets and arrows take many lives on both sides and even Tal'Set becomes fatally wounded by Bruckner. With his remaining strength, Tal'Set tackles Bruckner in a last attempt to end his life. The two fight madly, rolling around the battlefield.

In their fits of rage, they accidentally tumble into an underground cavern covered with ancient glyphs and symbols. Tal'Set, now bleeding profusely from a bullet wound to his kidney, takes no time to take in the scenery. He again attempts to take Bruckner's life, and as the blood spills from

Tal'Set's abdomen onto the ground something strange happens. A

supernatural storm of electricity and light engulfs the small cave striking a powder keg that tumbled in with the two men. The explosion brings the roof down, and opens a portal to a mysterious world – The Lost Land. Tal'Set and Bruckner are swallowed into the mysterious world.

Here begins the epic tale of Turok: Evolution.



TUROK

EVOLUTION

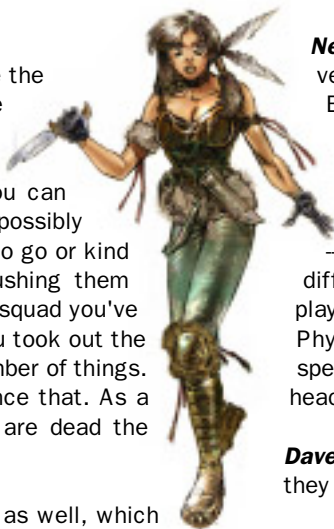
THE INTERVIEW

will allow players to destroy objects. You know, if you had like a Mayan stone head and you hit it with a rocket launcher you could fracture it into pieces. We're going for a lot of destruction. Again, going back to the gameplay aspect. It's not destruction just for eye candy's sake. It's actually transforming the AI matrix of the level. If I've got a Mayan head which is flagged as a cover object for dinosoids and I blow it up, then they won't look for cover there. They'll go somewhere else. The gameplay experience is changing. So each time you play the game, depending on whether you did or didn't do that or picked up rocket ammo and hit something else, it makes the replay of the game totally changed.

Dave D.: It allows you to do stuff like drive the enemies. If you've got the minigun in the game and you've managed to rake gunfire across and knock trees down, the enemies may all fall back again. So if you can imagine sort of pushing them. You can possibly push them to where there's nowhere else to go or kind of pick them off one by one as your pushing them back. You can get this really nice feel of a squad you've picked apart. Neill already mentioned if you took out the commanding officer, they could do any number of things. There's all sorts of ways you could influence that. As a squad, you could say when half of them are dead the rest scream and run away.

Neill: We do have surrender and flee stuff as well, which we didn't demonstrate yet. As Dave is saying, one of the important things when it comes to the enemies for me is considering the psychology of the relationship between the sergeant and his squad. Then when you get into the squad composition you have to consider what would be the psychological profile of each of these squad members. You could have two guys being chickens, others more gung-ho because they have stronger weapons, and others somewhere in the middle category. Depending on the dynamics of the environment and what the player does you'll see those things happen. If you pull up on a guy quickly who has that AI profile of being a little bit flaky, he might put his hands behind his head and surrender. And as Dave mentioned another group might throw down their weapons and just run away from the player. So, really what you've seen today is only the tip of the ice burg.

Dave D.: And, by not setting a concrete if *this* happens then *that* happens, by weighting those things [you get a better result]. For example, we might create this squad of



pretty tough guys so there's a 1% chance that if the commanding officer is killed they'll surrender as a group. That's hardly ever going to happen, but the one time you walk in there or hit the guy with a sniper rifle and the other guys put their hands up, you're going to be like, "That was so great!" Because it's not something that you see every time. Otherwise you'd be like, "Uhp...he's surrendering again." How special is that?

IGN: How big are the squads going to be?

Neill: It's hard to say right now. We could be running units of around eight privates and one sergeant.

IGN: Is the leader, the sergeant, always going to be the toughest?

Neill: Not necessarily. It's difficult for me to venture into this without telling you too much. Bear in mind that when you look to the creature spectrum – you saw lots of creatures – a squad isn't necessarily made up of just grunts. You could have one made up of a sniper, an explosives expert, three privates, the sergeant – all of these characters are different. They look different. After playing the game for a while the player will be able to discern that guy is the sniper. Physical characteristics – these are different species – the sniper's eyes are set closer to his head for better binocular vision.

Dave D.: The artists really think about this stuff when they design these guys.

Neill: And then you'll have sub-species. You'll have areas of competency. You'll see that, hey, this guy is an elite sniper. Also we have some other very large enemies, which are really big. And some of these squads may actually be using these creatures as pets. You may find that a squad summons a large creature to come in and attack.

Dave D.: You can add that dynamic to the commander as well. You might have a commander who's really tough with his squad around, but as it's whittled down he goes running off itself. We can tune that so that it presents itself as a very lush experience, even in terms of morale.

Neill: Each squad that is placed in the world will have its own unique personality profile. It won't be a cut and paste job. It's kind of like a Platoon movie microcosm. You've got these personalities who are from this area and you've got these other personalities in another area. These guys have got orders from command, say, to not fall back at any cost. You will feel that effect because they just won't do it. ►



They'll fight to the last man to stop you getting past there. All of the foundation and groundwork is in place to do that with our tools set. I can't wait to roll it out to you guys. Because you're going to be like, "I can't believe I'm seeing this stuff. It looks so amazing."

IGN: How representative is this first demo of that?

Neill: The demo we have today is just the baseline AI performance, which takes us roughly to a Halo level.

Dave D.: Woah. Careful. No, meaning, if you examine the AI in Halo it's fantastic at doing what it does. But, we've got that level of behaviors plus this other stuff. So, we certainly don't mean to insult the game.

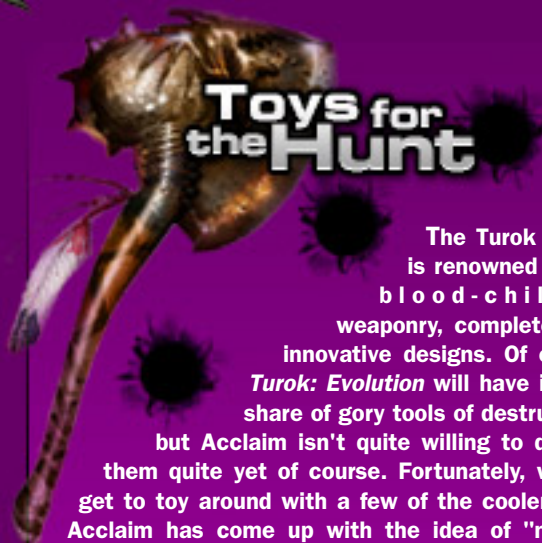
Neill: Yeah, don't get me wrong. Halo is a great game and I love playing Halo and the biggest strength is the enemy combat. There's no doubt about that. But we're going to far supercede that.

IGN: Let's discuss the sound. You've said there are possible thousands of effects that you've recorded in your library for this game?

Andy Brock: Yeah, I've recorded maybe 1,500 sounds. The biggest thing I'm going for is variation and detail. Like I said, I was going to have like footsteps on 12 different surfaces and there'd be like six variations of footsteps on each surface. Footsteps for like clawed creatures, big huge creatures of course, and very tiny little footsteps, which I actually did with my fingers. What else is there? Impacts, body falls – when they drop their weapons you'll actually hear a large, medium, or small weapon fall on whatever surface is there. For voices, we've recorded many, many lines of dialogue. Also, in the deathmatch, one of the things that was lacking in previous Turoks was the insults because of cartridge limitations on the N64. This time we will have the full range of insults, grunts, and being-set-on-fire screams and such.

IGN: Have you used any sounds from previous Turoks?

Andy: Absolutely not. I think it looks completely different from the previous Turoks in terms of detail. So I needed to go out and record new sounds, because there weren't actually source libraries with, say, footsteps on jungle foliage. So, I thought, well, I'll go and make my own. I think it's set out to be a great success. The plan is to immerse the player in the jungle to a much greater extent



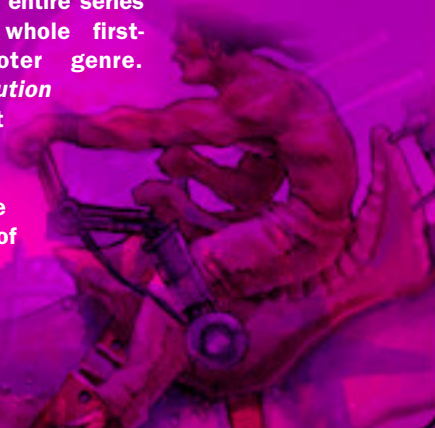
The Turok series is renowned for its blood-chilling weaponry, complete with innovative designs. Of course *Turok: Evolution* will have its fair share of gory tools of destruction, but Acclaim isn't quite willing to divulge them quite yet of course. Fortunately, we did get to toy around with a few of the cooler toys. Acclaim has come up with the idea of "nozzle" upgrades. Basically, you will carry around one base weapon that can be transformed in a number of different ways. For instance the base pistol has a flip-up mechanism to become a sniper gun. One of the more impressive toys was the Spider. A remote control robot, the Spider could be maneuvered around the floor of levels. It can serve several different functions: reconnaissance, remote bomb, poison gas, or even luring enemies with a noise. You can toggle through these different functions with a button and make your choice at any time with another trigger button.

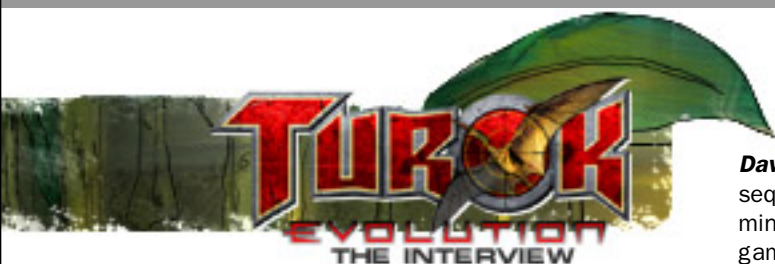
Additionally the Turok team promises of an upgrade to the Cerebral Bore, called the Swarm Bore. Why drill the brains out of just one enemy when you can hollow out the head of multiple foes? A fine question that Acclaim Austin intends to answer, but the team wasn't willing to demonstrate this gruesome weapon just yet. It doesn't end there, though. *Turok: Evolution* promises to be the goriest in the entire series

if not the whole first-person shooter genre.

Turok: Evolution

just might make *Turok 2: Seeds of Evil* look like an episode of *Care Bears*.





than the first Turok. I may need to have an ambient layer of some sort, even if it's just room tone wherever you go in the game. Obviously in the jungle you have these dense layers. I'll be triggering off crickets and all kinds of little creatures. Even if there's nothing there, you might hear a rustle and spin around. I'm going to try and play with the gamer's mind. Psych them out.

A.J. Fuller: Yeah, that's what Andy and I were talking about earlier. Leading the player aurally through the game aside from sight and graphics.

IGN: In terms of 3D audio, what are you guys doing? Will it be in Dolby?

Andy: It's going to be 5.1 on Xbox and the other systems at least Dolby surround, but I can't give you full details there yet.

IGN: Is it going to be in Dolby Pro-Logic II perhaps for GameCube?

Andy: I...can't really comment.

IGN: What do you have in store for the soundtrack as far as the score?

Andy: We have a rather excellent in-house composer, Nelson Everheart, who scored Turok 3. He'll be back composing for this one. He's an orchestral composer.

Dave D.: We're going to try to get something that takes people back a little bit, but we're going to let Nelson do what he does. You have to understand a lot of the drum stuff was really easy to do on the N64. So it was kind of like, yay, drums! We ended up doing some very orchestral stuff on the N64 for Turok 2 and Turok 3, but part of getting people back to the heart of the series would be kind of try to ground them all on the same level but then go way beyond that. You'd like their initial impression to be, "Oh yeah, this feels like the first one," and then blow their expectations out of the water.

A.J.: I don't know if you guys know this or not, but we have our own recording studio in Cincinnati. There's an entire group of guys up there who do nothing but sound.

IGN: How much in-game cinema will Turok: Evolution have?



Dave D.: We haven't locked it down yet. We've got all the sequences that are planned, but I would say maybe 8-10 minutes total. That's covering all of the different quick in-game cuts to reveal a boss, too. We're not going to go too crazy with it. It's important to have a good story, but at the same time you don't want to have a character lapse into a 25-minute speech about the state of things.

A.J.: We don't want to take the player out of the game. We want to keep the game going.

IGN: Let's discuss boss figures. Turok is famous for it huge, monstrous enemies. Can you whet our appetites a bit?

Dave D.: Well, you've seen the brachiosaurus. Pretty huge, right? Not a boss.

IGN: Can we expect a pretty big number of bosses then?

Dave D.: I'd say we're on par with our past efforts, if not significantly higher.

IGN: How many gameplay hours do you think there will be?

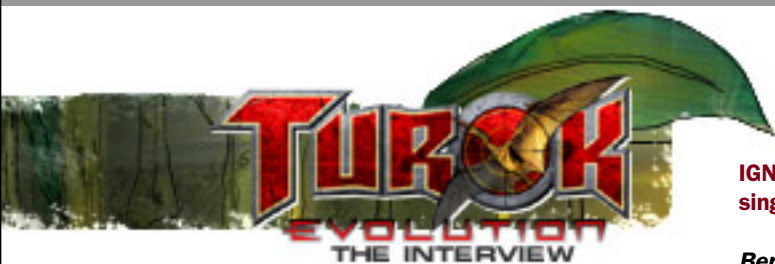
Dave D.: It's kind of hard to say – somewhere between two and a lot.

Neill: 10 hours or more. It's going to be pretty meaty. We've been looking at a lot of ways to [diversify it]. We've been talking through the development process and seeing, hey, this would be a really great place for a bonus mini-game or an extra area. Or extra stuff like that, so we're going to be building in a lot of goodies.

Dave D.: When you get to the last part of the game and you've got your AI stuff all working, and you've got all the different components functioning at their final state, and you start to go and reevaluate each portion of the map or game, you can do something as simple as, say, let's dig some guys in. Let's dig a fox hole, a trench that these guys have heavy machine guns. So if a player goes charging in there he's going to get cut down. Just by adding in simple changes like that – guys chucking grenades from some place way up high that you can't get to so the player has to take cover and pull out his sniper weapon – it extends the gameplay. So, it's hard to say. But it will be meaty.

Neill: There's going to be a lot of fun little secrets as well.

IGN: Speaking generally, what do you guys think about



the console controllers? Have you run into any issues with them?

Dave D.: We defaulted to the old-school Turok style on the Xbox controller, but obviously that's not going to work on all of them. They're all very different.

Neill: And, dual analog is a very popular control scheme and the controls will be completely configurable on all platforms. Players will be able to set them how they want. Speaking for the team, almost everyone has all the decks. I have two PlayStations, a GameCube, and an Xbox at home. Everyone's huge game players, so I wouldn't say anyone pulls favorites. I enjoy all the systems.

IGN: Any plans to use the Xbox's hard drive?

David Smith: Well, we'll definitely be using it. As to how we'll use it? That's probably yet to be determined? But, you know you'll definitely see something.

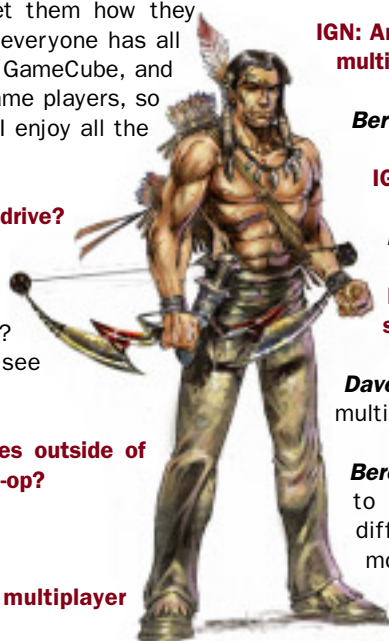
IGN: Are there going to be any modes outside of single-player or multiplayer, such as co-op?

Dave D.: No.

IGN: How many different types of multiplayer games are there?

Neill: There's a bunch. The way the multiplayer works, we have a system that allows you to configure and customize your own multiplayer experience by turning on lots of different modes. I think there's 14 modes, which allows you to create like 100 different permutations of content.

Berenger Fish: There are quite a few. I can't exactly say how many. Somewhere in between 8-10 will be the final count. As well, almost every single variable in the game is tweakable by the user. You can save out those types. You can save: "Bob's favorite deathmatch style." So, if you want to count those there's almost innumerable types of gameplay modes you can have. All of our levels can support all gameplay types. So, it's not like you can only play capture-the-flag on the capture-the-flag level or things of that nature.



IGN: Do the multiplayer levels have any relation to the single-player levels?

Berenger: No, they're all created separate. There may be a few areas that you may recognize that are similar to single-player, but for the most part all of them have been built totally from scratch. There are some single-player elements where we thought, "Oh, that'll make a great deathmatch level," and we take that little piece of geometry.

Dave D.: Then they modify it to flow better for multiplayer. So you might recognize a landmark or a chunk of level from the single-player mode.

IGN: Are all the weapons from single-player available in multiplayer?

Berenger: Yes, every single weapon.

IGN: How about extra weapons for multiplayer?

Berenger: Uh, I can't reveal that right now.

IGN: Will we be able to chase the monkey, shoot some arrows into him?

Dave D.: Of course [in the single-player mode]. For multiplayer we took monkey tag out, didn't we?

Berenger: Actually there's a variation that's similar to it. Classic monkey tag isn't in there, it's a different type. Basically rather than being the monkey itself, you'll be carrying this cute, furry little monkey. The person gets to carry it, but you can't shoot it. You just have to run around and keep it safe. It's not capture-the-flag so much though. When you die, your monkey gets thrown out into the middle of the world. Then somebody else will want to try to grab it. But he'll actually run away, and we have a very sophisticated navigation system. So, the monkey will actually try to avoid the players. If you're a player, you have to weigh whether or not you want to go immediately for the monkey or shoot your buddy, who's also trying to get the monkey. The winner is the person who's able to accumulate the most time holding the monkey.

IGN: For multiplayer are you going to do Ethernet hook-up for separate TVs?

Dave D.: It's on the table, but we haven't committed to it yet.

– Fran Mirabella and Aaron Boulding ■

CS XII INTERVIEW

IGN TALKS WITH QUICKSILVER ABOUT DEVELOPING A NEW TRAINING GAME FOR THE US ARMY.

It's no secret that our parents thought we were wasting our lives by spending so much time playing games. It's satisfying enough just earning a living doing what we love but there's a new trend towards finding practical applications for our multi-billion dollar hobby and rubbing it into their faces some more. Games have often been used as training tools for military operations. In fact, many would argue that games were practically invented for that purpose and that commercial games are merely an offshoot of these military-themed predecessors. But now the success and sophistication of commercial PC games has meant that game developers and publishers are being contracted by military and law enforcement organizations to design ever better instructional games. Far from wasting time, there's a new trend towards games that not only save time but also save lives.

We recently had the opportunity to interview Michael Mancuso from Quicksilver Software, Inc. Michael's working with Executive Producer (and Quicksilver president) William Fisher and project managers Rob Sears and Adam Bellin (working from Legless Production on behalf of ICT) on a new simulation for the US Army. The new project, titled CS12, is a new training game that will be used to help company commanders with information management and task allocation and prioritization. The game places the player/trainee in the role of a company commander who must lead his or her three platoons in any number of exercises.

Each of the exercises has been "designed to teach planning and decision making" and to "provide an environment that will challenge the analytic and creative capabilities of the user." Ultimately the goal of the game is to "show that decisions have consequences." Each decision will be based on information the player receives. The quality and type of information present in the game is pretty much

the same type of information present in other games. The challenge here is in "the amount of content that has to be read and absorbed quickly." Quicksilver's intent is to bombard the player with information (some of which is inaccurate or ambiguous in nature) that "will have the tendency to overload his critical thinking ability."

Moving away from the traditional pen-and-paper Tactical Decision Games currently in use, CS12 takes the idea to "the next level" by allowing the trainee to "test his plan in real time." It also permits instructors to "repeat and vary a mission very quickly" and record the execution of the plans for After-Action Reviews (AARs). Small and large variables can be adjusted to provide an exact context for each mission. "The materials that the buildings are made out of can be changed from wood frame construction to reinforced concrete." The facilitator can even change the time of day or weather effects to suit the needs of the exercise. ▶



CS XII INTERVIEW

"We're definitely going to be recreating plausible contexts for the missions," says Michael. That doesn't mean that the team will be recreating real-world conflicts in the game. Instead they'll be taking the current missions and tasks given to the US Army. As such the team will be "modeling peacekeeping and peace enforcement in urban terrains." One of the terrains is an inner city district composed of a park surrounded by large buildings from two to five stories tall. The player may be tasked with assaulting and controlling a building while fighting off enemy forces. Non-combatant civilians will also be represented in the game and may even be part of the player's objective.

Michael gave us an example of how this works within the game:

The player may assign a particular platoon to clear a building and the only order given to the platoon leader is just that – clear the building. The AI will examine the forces available to it within the platoon, task organize the platoon into a breaching unit and a support unit, examine the possible paths to the building, decide whether the building perimeter needs to be secured or not, create an ordered list of tasks that need to be accomplished, and then send the units on their way. As the units are moving, the AI will generate situation reports that will be sent to the player from the "platoon leader".

The player will be in command of a standard US Army light infantry company composed of "three platoons, a mortar section, an anti-tank section and a headquarters section." A task organization screen allows the player to "rearrange his forces down to the squad or crewed weapons level." But while the individual crews are modeled, much of the weapon, sensor and equipment effects are abstracted. Stress, morale and personality will also play a factor in the scenarios. These variables will be "abstracted to metrics that will determine how quickly or efficiently a unit carries out its orders."

In keeping with regular Army doctrine, CS12 will be a game of delegation rather than participation. Rather than playing out like a traditional real-time strategy game, it will focus more on managing your platoons. "The player," according to Michael, "will not be able to grab a unit and give it a direct order." They will "allow the commander to micromanage to some extent," but "there will be morale penalties" incurred if he or she tries to get too involved in directing the specific actions of the troops. The game is



more focused on making decisions and seeing the results of these decisions.

The interface for CS12 provides three main ways of viewing and interacting with the world. "The conceit," says Michael, "is that we're emulating the environment around the company commander and providing the tools that a company commander would have in the real world." A "battle board" allows the player to "read and repeat the OPORD [operations order], examine maps and other intelligence, organize his forces into task elements and make plans." If the commander needs more information he or she can access it via a new screen. The new screen shows a view from the commander's Mark 1 eyeball, as well as extra maps and monitors. This screen also contains the radio used to relay or receive information from his platoon leaders.

And if that *still* isn't enough, the player can actually step out of his command post and view the action from a typical first-person perspective "just as if he were in a first-person shooter." Once the player moves into this mode, he or she temporarily loses all of the other interfaces. Once the player stops for a few minutes, the other screens slowly become available again. This is meant to represent the player's staff "catching up to him and reintegrating the information systems at his new location."

Early on the team adopted "a two-tiered development path" – one group is focused on developing an AI test bed while the second group is working on the 3D engine and developing the networking and game codes. The potential difficulties of integrating the two separate development tracks are still a few months away for the team but they're hoping that adequate pre-planning and flexibility in the initial design phase will smooth out any obstacles they encounter. ►

CS XII

INTERVIEW

The AI will be given a goal by either the player or a higher ranking AI. At this point, the AI will determine the best course of action to carry out the task. The methods that the AI uses "are being created based on their existing battle drills and tactics" being used by the US Army or by "research into how various opposing forces operate." But the team won't be recreating specific behaviors for real world groups within the game. Michael explains, "Rather than attempting to model all of the techniques used by the Somalian Militiamen in Mogadishu, we just pull out the fact that they tended to ambush and withdraw." The enemy AI would then have this hit and run tactic available to it within the constraints of the mission setup.

And the AI will respond to changes in the environment and adjust their mission orders accordingly. If you give a friendly platoon an order to advance, they will begin moving towards their objective. If, at some point, they're fired upon by enemy forces, "their immediate reaction is to get down and go for cover." The AI-empowered leader of the platoon will try to determine if the current threat can be eliminated, circumvented or ignored. If the friendly AI requires the player to make the decision, it will generate a situation report and request further orders. The player will have to digest the report (which may be delayed, garbled or otherwise incomplete) and come up with a new set of orders for the platoon. If the platoon engages the enemy, the player will receive yet another report detailing the outcome of the clash.

Since it would definitely prove useful for After-Action Review (AAR), the team is hoping to extend the operation of the AI beyond the completion of the mission. This extension would allow the company commander to "query individual soldiers as to why they made the decisions that they did, what were the elements that went into that decision and when that decision was actually made and carried out." This will help commanders better understand which approaches work in specific situations.

The possibility exists that the game can be used to "explore the capabilities that a Light Infantry Company has now, and what change will be made to those capabilities given the technological advances that can be anticipated between now and the year 2020." As "robots and UAVs become more and more prevalent," CS12 can help to better integrate them into the current doctrine.

Michael says that the team is currently "very deep in the development cycle." At the moment the game portion of the technology exists "as a simple map that is created in an Excel spreadsheet" that's "very simple and crude, but also very effective." The team at Quicksilver is currently poring over the non-classified information available for the project. Michael says the "sheer volume...is daunting in the extreme." Luckily they've had "tremendous help" from the folks in the US Army. The team anticipates completing the project "by the end of the year."

At that point there may be a commercial version of the game. Michael is quick to point out that the game "has quite a few unique elements that haven't really been part of any commercial package." But there may be a reason for that. Even though the Army has instructed the team to make the game fun, what's fun for the Army may not be so fun for a regular mainstream (or even hardcore) gamer. The soldier has "his specialized knowledge and built-in desire to master the game" that mainstream users do not. Still, Michael says, "This is the kind of game that I've wanted to play (and/or create) for a long time." In any case, the team is definitely looking into ways to bring the product to the commercial market with as few changes as possible.

One change that *will* have to be made is reducing the system requirements. It's great for Quicksilver to be developing a game for a fixed hardware setup but for any commercial success they'll have to step down a bit from the current 1 Gigahertz, 512MB of RAM, GeForce 3 systems that the project is aimed at. Naturally, Michael admits, "the spec will have to be broadened for any commercial version."

You can look for the full interview with Michael Mancuso next month on IGN. You can try out the game later this year by joining the Army. — **Steve Butts** ■



the **Nintendo®** connection



The GBA and GameCube
hook up for dinner, drinks,
and an all-around good time.

by craig harris

Ever since the Game Boy Advance was revealed to the world back in August 1999 as just a pile of specs and a promise, Nintendo had plans to integrate the Game Boy Advance with its future console system. "Connectivity with Nintendo's future Dolphin system," they said. 2002 will be the year that the US will finally get to do just that, making this two and a half year old promise a reality.

Nintendo has already been testing the waters with connectivity between the current Game Boy and the Nintendo 64 with the Transfer Pak, a device that enables specific data to be moved from Game Boy cartridges to N64 games and vice versa. Only a small handful of games actually take advantage of this function, the most notable being *Pokémon Stadium*. The device didn't actually give players the ability to use their Game Boy systems along with the Nintendo 64 system, the only function was to upload and download the Pokémon data from one game to another.

When Nintendo built the Game Boy Advance, the company planned ahead for handheld/console system integration. The Game Boy Advance has the ability to download small programs into its internal memory without a cartridge plugged into the system, which is why the GBA just sits at a "Game Boy" logo when it's turned on without

a game in the cartridge slot...it's waiting for a signal from the link port, anticipating a file transfer from an external source before it can fully boot up. Some more advanced games will require a specific cartridge in the Game Boy Advance since the GBA unit only has 128K of RAM to work with...not a whole lot of space for anything complex.

To connect the two systems together, a specific peripheral must be purchased: it doesn't have a name in the US yet, but in Japan it's called – get this – the GameCube GBA Cable. It's a simple device, a seven-foot long cable, with one end that plugs into a controller port on the GameCube and another end that snaps into the link port of the GBA system. Purple tabs secure the adapter in place by snapping into the notches on top of the GBA system. Once in place, it can't be removed without squeezing the two tabs inward.

Keep in mind that it's not just the cable...it's the software written for the cable that will allow you to work your Game Boy Advance with your GameCube. The support for this connectivity is very slow in coming, as only a couple of games have been released in Japan that utilize the connection. More are on their way, but here's a look at what developers have been up to.



the

Nintendo®

connection



SONIC THE HEDGEHOG ::

Interestingly enough, the first game in the US to use the GameCube/Game Boy Advance connection will not be one published by Nintendo. Sega's first GameCube game will have the honors – its Dreamcast port of *Sonic Adventure 2* will feature the ability to include the Game Boy Advance in its design.

Throughout the GameCube adventure, players can rescue these cute little critters and collect them for

the "Chao Garden" outside of the adventure. These little animals can be used to enhance the abilities of the Chao beings that can be hatched and cared for – players build up the attributes of their Chao creatures for the Chao Races minigame tucked away in the GameCube title.

The Dreamcast game gave players the option to "play" with their earned Chao creatures outside of the console via the portable VMU device, and Sega didn't lose this functionality in the GameCube port. Sonic Team created the Mini Chao Garden that can be uploaded to the Game Boy Advance – here, the earned Chao that Sonic rescues in the GameCube adventure can be moved to the handheld system for a little playtime. When players send the Chao to an empty Game Boy Advance, the GameCube also sends a complete GBA game to the portable system. Here, the player can play minigames such as Rock/Paper/Scissors or Concentration to earn rings...these rings can be used to buy the Chao creature food to make him happy, which, in

turn, builds up his attributes so that he can be all he can be during the Chao Races on the GameCube.

The big downside, however, is that an empty Game Boy Advance system doesn't have the ability to save data...so, if you happen to turn off the GBA system while the Mini Chao Garden is installed, everything you've done to that Chao is lost. That's why Sega included the Mini Chao Garden in its *Sonic the Hedgehog Advance* game for the Game Boy Advance. Thanks to the battery-backed memory in the GBA game cartridge, players can send their Chao from the GameCube to the Game Boy Advance and keep him all safe and sound on the GBA system independently from the console version. Owners of the GBA cartridge can also convert the rings they've earned in the platform game to spend on the Chao in the Mini Chao Garden.



ANIMAL FOREST + ::

Nintendo's first GameCube game to utilize the Game Boy Advance connection is the update to its quirky Nintendo 64 "communication game," *Animal Forest +*. In the GameCube game, you literally live a separate life in this tripped-out fantasy world of anthropomorphic creatures existing in harmony with furry next-door neighbors. The

only real goal in *Animal Forest +* is to create a happy existence in this land – growing plantlife, catching bugs and fish, running errands for your animal friends.

The Game Boy Advance has been integrated into this world extremely well, as Nintendo encourages its use in several ways. When the Game Boy Advance is connected to the GameCube, a turtle in a gondola will dock at the shore of your forest's beach. If you talk to this odd looking critter, he'll offer to take you across the water to a special tropical island, complete with another home to furnish as well as an inhabitant to befriend. This island is extremely handy to travel to, since its climate is perfect for growing trees and plants and catching bugs, especially during the wintertime when the standard forest is way too cold for any insects to show up.

But what's even more exciting is that when you leave the island, it will stay behind on the Game Boy Advance – everything you've left behind remains in a



the Nintendo® connection

portable version on the GBA system. On the portable, players now take care of the inhabitant of the island. It has a mind of its own, but you can make it happy by feeding it fruit. Get your "virtual pet" happy enough and it will start throwing money bags on the ground that you can then collect by returning to the island on the GameCube.



Another function the GBA has within *Animal Forest +* is the ability to create custom 32x32 textures in a simplistic art program. Players can do this on the GameCube, but it costs 980 credits to access...folks with the Game Boy Advance connected can do this for "free" on the system – the GameCube game will upload the same art program to the GBA system, and players can work their artistic skills on the go. Eight different 16-color textures can be designed and uploaded back to the GameCube for use as wallpaper, signs, clothing, and flags all over the Animal Forest.

KIRBY'S TILT 'N TUMBLE ::

Back in late 2001 at its SpaceWorld exposition, Nintendo showed off one of its possible GameCube-to-Game Boy Advance connections: a GameCube sequel to one of the most cleverly designed action games on the Game Boy Color: *Kirby's Tilt 'n Tumble*. In this demonstration, Nintendo game designer Shigeru Miyamoto showed off this early design -- by

connecting a motion-sensor cartridge to the Game Boy Advance and plugging the portable into the GameCube, players can rock and roll Kirby on the GameCube console. He showed further possibilities by having Kirby fall off the ledge on the GameCube version...which caused him to land on the Game Boy Advance screen. On the GBA, the level continued until Kirby got launched off the portable system back into the GameCube world. According to Nintendo, the cartridge not only housed the same motion-sensor chip that the Game Boy Color game contained, but the GBA cartridge also held additional rewriteable RAM for the Kirby GBA program.

Nintendo hasn't revealed if this game will actually see the light of day, as it's a heavily-focused package that would require the gamer to own both the Game Boy Advance and the GameCube to play...where as other GameCube games have supplemental Game Boy Advance features that aren't necessarily required for full enjoyment. It will be interesting to see how Nintendo markets *Kirby's Tilt 'n Tumble*, if it ever sees the light of day.

FUTURE POSSIBILITIES ::

Imagine playing a first person shooter on the GameCube while the Game Boy Advance in your lap is keeping an eye on your opponents with a special "motion sensor" device similar to the unit used in *Aliens*. Or, how about a GameCube football game in which you use the GBA to select plays so that they're hidden from your opponents' prying-eyes? Or, a casino game in which the GameCube acts as the dealer while the Game Boy Advance is used to display the players' hands.

And, of course, there's always Pokémon. Ooh, the possibilities there...you can bet a month's rent that Nintendo's already devised some crazy ways to put this connection to use for the first GameCube/Game Boy Advance Pokémon connection...it's only a matter of time until the company reveals these juicy tidbits.

The GameCube Game Boy Advance link cable shipped in early February to coincide with the release of *Sonic Adventure 2: Battle* for the GameCube.

– Craig Harris ■



COMPUTER
Game fixx

GAMERS WANTED

**\$20,000
IN PRIZE
MONEY**



We've got our game face on.... Do you?



Dark Age of Camelot

**\$25,000
IN PRIZE
MONEY**

Dark Age of Camelot Tournament Coming Soon

JOIN SAVE PLAY WIN





Fran Mirabella

This Month in GameCube ::

Now that the dust has settled from Nintendo's excellent GameCube launch, we're beginning to see a picture of the old sleeping giant we're all used to. The company has delayed two of its biggest Q1 products – Eternal Darkness and Star Fox Adventures – until June, if not later. It came as devastating news to us all. Yes, perhaps it was for the better of each product, but that doesn't make it any easier to pass the time. Instead, the only exclusives we have to look forward to come in the way of Sega's Soccer Slam and Kemco's Batman: Dark Tomorrow – if it's ever released. The rest of the Q1 void is filled with PlayStation 2 ports give or take a few. For that much, we can't help but be disappointed with Nintendo's lack of planning. The biggest event we have to look forward to is the release of Sega's mascot action/platformer Sonic Adventure 2 Battle. Who would have thought the day would ever come? But now that it's almost here, do you really care?

For more Cube news, reviews, previews, and more, visit <http://cube.ign.com>.



Featured Preview ::

024 :: MX Super Fly

Also In This Issue ::

025 :: Preview: All-Star Baseball 2003

026 :: Preview: Pac-Man World 2



Preview :: All-Star Baseball 2003

With a new season comes a more polished title.



Preview :: Pac-Man World 2

Power pellets -- part of your complete breakfast.

Editor's Most Wanted ::

- 1 :: Star Fox Adventures
- 2 :: Eternal Darkness
- 3 :: Mario Sunshine
- 4 :: Metroid Prime
- 5 :: Turok: Evolution

Office Abuse ::

Fran is jealous because he had to write Unplugged while Matt partied in Vegas.



GameCube :: Preview

MX SUPER FLY

Fly high and get dirty with THQ's extreme motocross game.

Last year when Pacific Coast Power and Light started to expand the small but significant freestyle mode in MX 2003, it stumbled upon some enlightening things. As Vice President of development Dennis Harper said at THQ's Annual Gamers' Day in Las Vegas this January, the more the designers played it the more they added extra freestyle elements to the level, until trick-based stunts and big-air jumps became a major part of the game.

Now, the designers want to play up the biggest and best parts of the game, the freestyle modes, the tricks, and wider, bigger, more extravagant levels. All the while they are keeping in mind the actual hardcore motocross and supercross fans who have loved the series for the last three years. This new endeavor brings back the mixture of arcade and realistic bike riding, leaning a little toward the arcade side of things, and enhancing the engine, the physics, the AI, and bringing as many as 14 pro races, and a total of 22 new tracks into the mix.

This first GameCube installment looks to supercede last year's PS2 version with better handling, more locations, better looking environments, a much improved Career mode, and a deep Create-A-Player mode. In addition, a quick and powerful track editor enables players to design and tweak their own fantasy courses. Pacific Coast Power and Light intends on creating a super-enhanced rendition of last year's model. The Career mode, according to the harshest critics, needed the most work, and so PCPAL jumped quickly to improve it. As part of this year's Career mode, players will race for cash, and with their newly earned money, they can upgrade their bikes with a garage of tuning parts. As they become richer and build more

powerful bikes they earn sponsors, based on six real, major bike manufacturers, whose labels then become part of their clothing. Racers can eventually ascend the ranks from the 150cc class to the 250cc classes, and win it all. Finally, a career mode we can be excited about.

Additionally, the Freestyle mode promises to deliver some excellent new features. As part of expanding its humble origins, this level offers several fantasy environments chock full of secret mine shafts, hidden jumps, and multiple levels, layers, and unseen roads, cliffways, and paths requiring experimentation and exploration. To accommodate the new gameplay features, PCPAL has MX 2003 looking visually impressive on GameCube. Featuring bump-mapping, speculative lighting, reflections, and a number of other texture effects, it look noticeably better than the PlayStation 2 version. Even better, 14 bikers are presented on the screen without a hitch in the 30 frames per second framerate.

With plenty of time to go before its release this summer, MX 2003 is on track to be the must-have motocross game of 2002. -- **Fran Mirabella** ■



Details ::

Publisher :: THQ

Developer :: Pacific Coast Power and Light

Genre :: Racing

of Players :: 2

Release Date :: Summer 2002



GameCube :: Preview

ALL-STAR BASEBALL 2003

A trully polished effort to create the top baseball simulation.

You're probably already thinking, "The GameCube version of All-Star Baseball 2002 was just release in November." Certainly that's true, but because it was a PlayStation 2 port, Acclaim has had another development team hard at work on All-Star Baseball 2003 for quite some time now. Fans of baseball will recognize the ASB series as the best in the genre available for videogame consoles. All-Star Baseball 2003 promises to be the best ever with upgraded visuals, new play features, and much more for the baseball simulation you've been waiting for.

You want to play hardball? Acclaim is going to let you do it in ways you haven't experienced on a videogame console before. There will be a total of 10 gameplay modes available including Exhibition, Season, Career, Franchise, Expansion, All-Star Game, Series, Manager, Home Run Derby and Batting Practice. Like before, the individual games and seasons are highly customizable, with options like Stadium, Game Time (day, night, twilight), Weather (no precipitation, rain, snow), Sky (clear, fair, overcast, stormy), and game difficulty (rookie, veteran, and all-star).

This kind of detail is apparent all throughout the game. The all-new Expansion play mode lets baseball aficionados choose a city, stadium, and team logo and insert that team into the major leagues. To accompany it, there is an expansion draft, where you'll have the chance to draft from a pool of unprotected players to build a team from minor leaguers and free agents. Of course, for the main mode, you can choose from all 30 major league teams with over 900 players backed by their official stadiums and uniforms. For stadiums, there will be a total of 50 including eight recreations of classic stadiums and 10 expansion stadiums. As if that's not enough, there will be official in-game Donruss player trading cards so you can collect, trade, and even unlock cheats. How's that for options? Acclaim has made no mention of the create-a-player mode, but this too will presumably return with as many options as before.

For atmosphere Acclaim has been hard at work on creating classic television camera angles and plenty of other dynamic movement to keep you in the action. Narrating the ballgame with in-depth commentary will be Bob Brenly, Thom Brennaman and Steve Lyons. To keep the visuals consistent with the rest of the detail, Acclaim is using a 3-D Cyberscan technology for what it says are the most realistic player faces ever seen. First footage of the game is impressive, featuring crisp textures, real-time lighting and shadows, and some of the smoothest animations we've seen.

Keep an eye out for ASB 2003 when it ships to retailers at the end of February so you can get a jump on the baseball season. — **Fran Mirabella** ■



Details ::

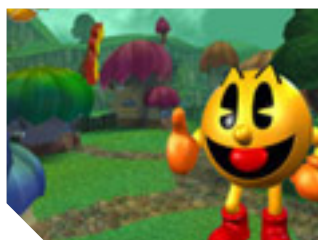
Publisher :: Acclaim

Developer :: Acclaim Studios Austin

Genre :: Sports

of Players :: 2

Release Date :: February 2002



GameCube :: Preview

PAC-MAN WORLD 2

You'd think he would hate eating power pellets by now, but he doesn't.

Namco intends to bring one of the oldest videogame icons back on Nintendo's next-generation console. Pac-Man World 2 is a PlayStation 2 port, but will arrive around the same time. The new title sets out to blend 3D platforming action and old-school dot-munching into one. The real question is, do modern day gamers want to see this top-down 2D classic morphed into a 3D adventure?

The good news is that Pac-Man World 2 includes traditional maze crawling and pellet-munching along with 3D platform elements. The maze sequences tend to look a lot like Ms. Pac Man's Maze Madness, which you may have played on the N64. In these sequences you'll have to solve puzzles, explore mazes, and, of course, fill up on your share of dots. The 3D platforming elements are more akin to even that of Banjo-Kazooie, though, not as complicated with some more closed in Crash Bandicoot type forward scrolling levels. A demonstration video shown on the PlayStation 2 demonstrated trampoline-assisted leaps across wide, gaping chasms, accompanied by cinematic camera movements that provided a bird's-eye view of the death-defying jump. These platforming levels will take Pac-Man across icy mountains, lava caves, and haunted forests filled with ghosts (a place Pac-Man should enjoy quite a bit, given a power pellet). In addition to these larger levels, Namco is including mini-game areas in an attempt to keep things fresh. Previous demo versions of the game showed off downhill skating, where Pac-Man skated down icy canyons and another level that had the yellow pellet-muncher on a rail-assisted submarine chase.



There are boss battles to be had too. In one scene demonstrated, Pac-Man engaged in a mortal battle with a giant mechanical frog. His good friend Frogger, perhaps, reborn into a mess of metal and mindlessness? Probably not, but it doesn't hurt to imagine such a thing. The point is, there will be some imposing boss figures to face off against.

In terms of graphics, Pac-Man World 2 is definitely not a feat by any means on the GameCube hardware. Even for a game crafted on the PS2 hardware it's lacking many effects. Textures, while fairly representative of the Pac-World, are simple and lacking complexity. Equally, lighting and shadowing is extremely basic, and there's hardly a lot of high-polygon models. So, don't expect a visual experience like never before. However, we do hope the level design and overall experience will far outweigh any graphical flaws the title may have. With a total of 24 levels and six differently themed worlds, we're expecting a decent adventure.

If you can't bear to see Pac-Man in a 3D world, stick with the arcade classic. It never gets old.

— **Fran Mirabella** ■

Details ::

Publisher :: Namco

Developer :: Namco

Genre :: Platform

of Players :: 1

Release Date :: February 2002



Craig Harris

This Month in GBA ::

Nintendo lied to me. It's not the first time, of course, but these guys said there'd be 70 games for the Game Boy Advance by year-end.

By my count we just missed 100 by a single title. A hundred games in a little more than six months. That's just insane, especially when people are depending on a site to review every single release for that system. And when there's only one person running said site, it can get a bit hairy.

Let's put that all in perspective. 100 games in six months. Realistically, that's a game release every 1.8 days. Since IGN works on the standard five-day work week, there were only 135 work days from the launch of the Game Boy Advance until Christmas. It doesn't sound too bad for someone to get all of the reviews done within this time...but then you realize that more than 50 games were released between October and December. That's when things get a bit nuts. I've done my best, though...and reviewing almost 75% of the overall library almost completely solo is something to be proud of. I hope!

Can someone add a few more hours to the day? Please?

For more GBA news, reviews, previews, and more, visit <http://gba.ign.com>.



Featured Preview ::

028 :: Tony Hawk's Pro Skater 3

Also In This Issue ::

029 :: Preview: Atari Arcade Advance

029 :: Preview: Worms World Party



Preview :: Atari Arcade Advance

It's time to get old-school with a half-dozen truly classic arcade games on the Game Boy Advance.



Preview :: Worms World Party

Ubi Soft scores the rights to publish the first Game Boy Advance version of the awesome action strategy.

Editor's Most Wanted ::

- 1 :: Announcement of Smash Bros Advance
- 2 :: Announcement of next Pokémon game
- 3 :: Announcement of the first original Mario GBA game
- 4 :: Announcement of the first Zelda GBA adventure
- 5 :: Announcement of a lit Game Boy Advance

Office Abuse ::

Despite what you may have heard, the weird little cup in the back seat of Craig's car is not for peeing.



Game Boy Advance :: Preview

TONY HAWK'S PRO SKATER 3

One of the best titles for the Game Boy Advance hopes to get a lot better in this sequel.

Vicarious Visions will never, ever reach the same level of anticipation with Tony Hawk's Pro Skater 3 as it did with Tony Hawk's Pro Skater 2, released as a launch title for the Game Boy Advance back in July. Hey, it's all their fault...no one, not even myself, believed that the GBA system was capable of recreating the same gameplay of the console design...but now that the development team has proven it, how do you one-up that excitement for the sequel? It'll be tough, but the team has some plans for it.

Vicarious Visions' first plan of attack, of course, is to design a game that looks and feels like Tony Hawk's Pro Skater 3. More tricks, faster motion, more level interaction, the new revert combo connector...and it's up to the Game Boy Advance development team to recreate all this on the smaller system with fewer buttons to spare.

And though the game still has a couple more months in development, the team has already made the strides to create a new Tony Hawk for the GBA that will inevitably replace the old. Unless, of course, you want to play the older skateparks of Tony Hawk 2...in that case, you'll need to hold onto your Tony Hawk 2 GBA, as Tony Hawk 3 GBA features six new parks, all of which are four times larger than the areas built in the first GBA Hawk. These parks are based off the console locations, including the Foundry, Rio, Suburbia, Airport, LA, and Tokyo...many of which will have moving obstacles like traffic or pedestrians to deal with, and some levels will even change on-the-fly when you trigger a certain point. Remember the earthquake in LA?

The updated graphics engine will also allow players to create their own persona and save it to the cartridge...a much requested feature that was left out of Tony Hawk 2 GBA for development reasons. But because the programming team was able to texture map the polygonal characters in Tony Hawk 3, you'll be able throw shirts, pants, shoes and faces on these guys and have them stick.

And let's not forget the biggest addition to the sequel: link cable play. However they managed to do it, Vicarious Visions has included four player link play for Tony Hawk's Pro Skater 3. If each of your buddies has his own cartridge, you'll be able to hop in challenges such as HORSE, Trick Attack, Free Skate, Tag, and King of the Hill.

The anticipation level may not be as high as the prerelease hype surrounding Tony Hawk 2 GBA, but Activision and Vicarious Vision's making sure the sequel is a huge enough leap to make you notice. And buy. - **Craig Harris** ■



Details ::

Publisher :: Activision

Developer :: Vicarious Visions

of Players :: 4

Genre :: Extreme Sports

Release Date :: March 2002



GBA :: Preview

ATARI ARCADE ADVANCE

It's time to get old-school with a half-dozen truly classic arcade games on the Game Boy Advance.



The **Game Boy Advance** system seems like a natural platform to release those classic videogames of the Golden Age. I mean, they're a nice diversion on whatever system they're programmed for, but it makes sense to throw them on the GBA because it's a simple, plug-n-play unit. Whip out your system, pop in the game for a couple of minutes, get your gaming fix, and then put the sucker away.

Infogrames is using its recently acquired Atari license to throw together its first classic compilation on the Game Boy Advance: *Atari Arcade Advance*. It's the same pack that's been put on the Dreamcast and PC, but now it's completely portable. The pack will contain accurate emulations of six old-school Atari arcade games, including *Asteroids*, *Battlezone*, *Centipede*, *Missile Command*, *Super Breakout*, and *Tempest*. Digital Eclipse is handling the conversion from arcade to GBA...these guys are the kings of commercial emulation, so the pack should end up as accurate as possible on the handheld.

Atari Arcade Advance will also have, along with the six games, an extensive trivia game with dozens of questions revolving around Atari's reign in the arcades, so if you get sick of blasting tumbling space rocks or exterminating bugs, you can always try to guess which Atari employee was responsible for the games you just played. — **Craig Harris** ■

Details ::

Publisher :: Infogrames

Developer :: Digital Eclipse

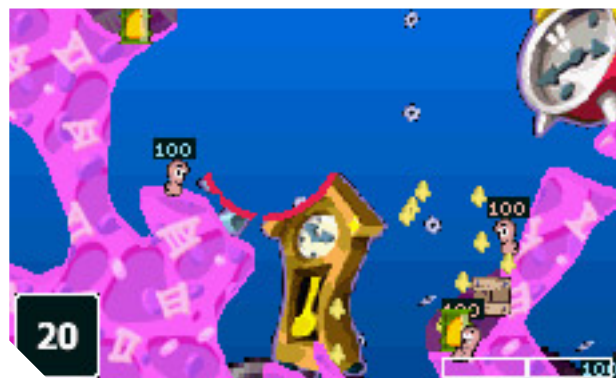
Players :: 2

Release :: April 2002

GBA :: Preview

WORMS WORLD PARTY

Ubi Soft scores the rights to publish the first Game Boy Advance version of the awesome action strategy game series.



War is a messy business. Why send expensive soldiers out on the battlefield when worms can do the job for you? The *Worms* series has been going strong for years on the PC as well as on console ports for the PlayStation and Dreamcast, and the latest incarnation is also being accurately converted to the Game Boy Advance so that portable gamers can settle their grudges.

Worms World Party is deceptively simple, but it jam-packs a whole lot of strategy in its basic look. Each player has a team of worms, and the player must use their worms to eradicate as much of the other teams' worms as possible. Each worm has a set amount of time to wander the side-scrolling playfield, setting up their shot before letting it rip with their choice of weaponry: machine guns, shotguns, and pistols. It can even drop a grenade or a stick of dynamite next to a defenseless worm for maximum efficiency. When all of the opposing worms are wiped off the map, it's V for Victory!

Though this game is excellent fun by yourself, it really shines in multiplayer, and *Worms World Party* will support the Game Boy Advance's link cable so that up to four players can connect together and duke it out to see who's got the biggest worm of them all.

— **Craig Harris** ■

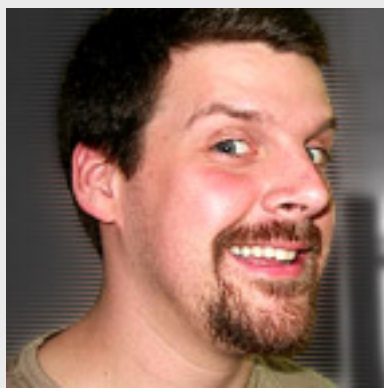
Details ::

Publisher :: Ubi Soft

Developer :: Team 17

Players :: 4

Release :: May 2002



Steve Butts

This Month in PC ::

Another year has come and gone, and with its passing it has left us sleepy and dehydrated. The stampede of holiday releases has carved out a small furrow in the office. For a few weeks after the rush, it's customary for the editors to lie down in the shallow trench and sleep, their pale gaming bellies gently rising and falling in the still afternoon. Our resident Mailbot also sleeps, free of the burden of carrying the thousands of packages that come into our office at the end of each year.

With the review season behind us we can focus on more satisfying and leisurely pursuits – composing symphonies, setting up polo programs for inner city gangs, and preparing for the pea harvest. Mailbot's also still trying to start his erotic figurine mail order business, so we're all anxious to start modeling for that...well, all of us except for me, I suppose. I can't help but wonder what wacky adventure we'll get into in the New Year. Whatever happens, you can be sure we'll commemorate the event in erotic figurine form. Send \$2 for a free catalog.

For more PC news, reviews, previews, codes and more, visit <http://pc.ign.com>.



Featured Preview ::

031 :: Spring Break

Also In This Issue ::

032 :: Preview: Freedom Force

032 :: Preview: Warcraft III: Reign of Chaos



Freedom Force

Irrational's breaking the long-standing curse on the superhero genre.



Warcraft III: Reign of Chaos

We test out each of the game's four races in the new beta.

Editor's Most Wanted ::

- 1 :: Age of Mythology
- 2 :: GTA 3 for the PC
- 3 :: Simpsons Season Two DVD
- 4 :: Dungeon Siege
- 5 :: A glass of water

Office Abuse ::
All this time Steve's been convinced that the other editors are laughing *with* him.



SPRING BREAK

PC :: Preview

SPRING BREAK

Voyeurism goes on vacation!

"Everybody loves people watching." So says Steve Beverly, Project Lead over at Deep Red. Best known around IGN for their addictive version of *Risk* for the PC, the team at Deep Red is now hard at work on *Spring Break* (called *Beach Life* in the United Kingdom). The new title puts you in command of a series of islands, each of which serves as a vacation destination for kids during spring break. You'll have to run the party well enough to keep the guests satisfied.

Spring Break is like any other business, though, and needs it's own unique set of employees. The mechanic keeps things running, while the janitor makes sure that everything's clean. Security guards watch over the island and prevent crimes and other general unruliness. Life Guards keep your guests alive enough to make it back to the ATM machines. If they're not doing their job and people start drowning, your island representative lets you know. The representative is like the entertainer in *Theme Park*: she walks around and gets information on guest satisfaction (like whether or not they enjoy being drowned).

The rep also sells tickets for any of the various events you set up on the islands. You can schedule time-honored spring break events such as wet t-shirt contests and book club discussions. But while these forms of entertainment are fun, the game (like spring break) is mostly about beer. "Beer," says Steve, "is the core commodity in the game," and you can set the strength and character of the drinks on your island to emphasize whatever atmosphere you wish to create.



In addition to their varying responses to alcohol, the characters have different reactions to flirting and sex. It is spring break after all. The guests will pick each other up for a little loving, but since Deep Red are committed to securing a family rating for the game, they're "still exploring that fine line" between pixilated pornography and puritan propriety.

There are no cash-based objectives here. Steve considers that to be redundant. Instead you'll need to achieve a certain level of popularity to move on. But each island will have unique weather and perils – things like "eels, sharks, or purse-stealing monkeys." A sandbox mode will be available as well for those of us who don't need to have a goal to have fun. Right now the team is trying to secure some big music acts for the game, but it will also probably ship with an MP3 player (synced to the day/night cycle in the game no less).

The game is scheduled to go beta this March with a full release sometime this spring. Look for more information on IGNPC. – **Steve Butts** ■



Details ::

Publisher :: Eidos

Developer :: Deep Red

Genre :: Simulation

of Players :: 1

Release Date :: Spring 2002

**PC :: Preview****FREEDOM FORCE**

Irrational's breaking the long-standing curse on the superhero genre.



The developers at Irrational Games are all set to answer our prayers. They're finally gearing up to release *Freedom Force*, a 3D, generally overhead perspective, squad-based, real/paused-time super hero strategy title with RPG elements. The game is 60s era comics in nature with a very satiric, yet uncannily accurate story and presentation as well as a very interactive world crafted from a 3D engine capable of rendering the destruction of many, many things. Interested? Read on, true believers...

Irrational's placed an emphasis on combining the attributes and weaknesses of your force to better engage the opposition. You have to stun them from a far, lure them one way, and toss a car at the back of their heads from a flank attack. The stronger attacks drain more stamina so you'll have to balance the powerful strikes of certain characters with the weaker ones.

Imagine tackling the massive, building-sized robot bent on obliterating a school and about a hundred other things that happen to be in the way. Mister I'm Going to Step on Your City can take out the buildings even more efficiently than you can. You've got to fight him without taking out three city blocks. And since you can use every item in the environment you can fling buses at your enemies. Sweet.

The game's due out later this year and, with the progress already made, Irrational's well on their way to breaking the iron stranglehold that Captain Sucks-a-lot has had on the entire superhero genre. – **Steve Butts** ■

Details ::

Publisher :: EA

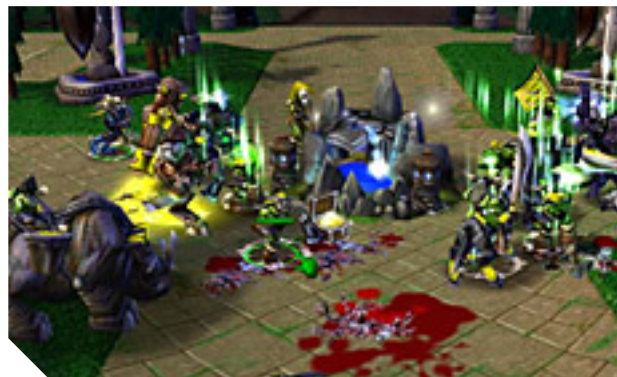
Developer :: Irrational

Genre :: Strategy

Release :: Late 2002

PC :: Preview**WARCRAFT III: REIGN OF CHAOS**

We test out each of the game's four races in the new beta.



With Blizzard games, balance is key. Although the basic concepts behind the races might be widely dissimilar, Blizzard makes a point of giving each race an equal amount of strengths and weaknesses. We've played through the *Warcraft III* beta and saw the initial balancing in the game's four races.

The humans are strong and defensive and ready to rock. There haven't been a whole lot of changes in the way this race plays from the days of *WarCraft II*. As usual, the Humans are pretty well balanced with Knights and Dwarven Fighters. Their defensive towers and magic-wielding units can help take down enemies before they even get close to the rest of your army.

The other core race of the series, the Orcs, is stronger than ever with units like wolf riders and shamans. The coolest of the orc units is a drummer that increases the combat effectiveness of the rest of your troops. While the orcs have some decent defensive and support abilities, their main strength is in attacking.

The Elves, previously allied with the human faction, have split off into their own race this time. Their buildings are actually living creatures called Ents that can move from place to place. Elves also have the ability to cloak during the night phases of the game and rely on ranged attacks to take down enemies.

The fourth and final race, the Undead, are very much like the Zerg from *Starcraft*. Relying on a horde-like mentality, the undead will swarm around you with ghouls, necromancers, liches and a host of other baddies. Their ability to regenerate makes them a force to be reckoned with. – **Steve Butts** ■

Details ::

Publisher :: Blizzard

Developer :: Blizzard

Genre :: Strategy

Release :: Spring 2002



David F Smith

This Month in PlayStation 2 ::

What are you doing here? It's January (*editor note: it's actually February now*). You people are supposed to be in school now, aren't you?

You may as well be, because nothing's happening in the game world right now. The chaos of the holidays gives way to the lull of plain old winter, without much new to play until the hell of E3. We're enjoying the slow period, so you may as well too – after all, you can't have played everything last fall had to offer. If you did finish Final Fantasy X, MGS2, GTA3, Tony Hawk 3, SSX Tricky, Jak & Daxter, Harvest Moon, Baldur's Gate II, and all the rest of 2001's great games, well...get some fresh air. You could use the kind of time off we have right now.

Meanwhile, we look forward to a few bright lights. The musically inclined have a flood coming, what with Rez, Gitaroo-Man, and Britney's Dance Beat, while fighting purists better be ready for Virtua Fighter 4. Not much for mainstream tastes, but you guys had your fun last year – some niches still need filling.

For PS2 news, reviews, previews and more visit
<http://ps2.ign.com>.



Featured Preview ::

034 :: Star Wars Jedi Starfighter

Also In This Issue ::

035 :: Preview: Commandos 2

036 :: Preview: TransWorld Surf



Commandos 2

A real-time strategy game on consoles that may actually be good?



TransWorld Surf

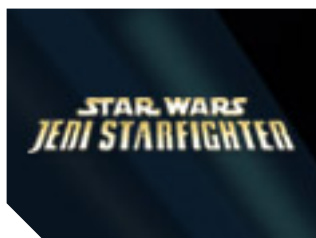
The best surfing game on the planet is coming to PS2. Details and exclusive screenshots.

Editor's Most Wanted ::

- 1 :: Rez
- 2 :: Gitaroo-Man
- 3 :: Heavy Metal L-GIAM LD Box
- 4 :: Virtua Fighter 4
- 5 :: Romance of the Three Kingdoms VII

Office Abuse ::

David Smith will sell out for nothing more than a Lotus Elise with the Sport Touring options.



PlayStation 2 :: Preview

STAR WARS JEDI STARFIGHTER

Who wants more Starfighter?

With LucasArts' first PlayStation 2 game, *Star Wars Starfighter*, many folks who'd been watching the game company took a deep, long look of surprise at what they were seeing. After LucasArts' many years of struggling to make even a decent game on PlayStation, *Starfighter* turned out to be a very good game on PlayStation 2.

Star Wars Jedi Starfighter looks to continue the streak, following the PS2's first space shooter and adding new wrinkles to the concept. Although LucasArts hasn't said just yet, the two biggest issues with *Starfighter* – patchy framerates and the freakish disorientation of bumping into an invisible ceiling – are being worked out. We know the designers were keenly aware of these criticisms.

Jedi Starfighter takes the *Starfighter* concept to another level, so to speak – maybe not to "11," but it certainly turns up the volume. Working into its mix a parallel story to Episode II, *Jedi Starfighter* also stars a character from another Star Wars game: Jedi Adi Gallia, of *Power Battles* infamy. Fighting alongside Gallia is another familiar face, the space pirate Nym, who had a starring role in the original *Starfighter*. Nym still flies the Havoc bomber, but it's been upgraded with secondary weapons, such as cruise missiles, cluster missiles, and proximity mines. Together, Nym and Adi are the only characters available in the single-player story mode, in which they hammer it out with Cavik Toth's Sabaoth Squadron and other forces of the Trade Federation.

What's new and different about *Jedi Starfighter* is the way in which players do battle. Just like in *Starfighter*, players pilot the "old fashioned" Star Wars ships, although in this case, nearly all of them are Episode II ships, and they look, in my humble opinion, far better, and cooler, than in Episode I. The ships are loaded with traditional weapons – lasers, missiles, etc. – but here, players can use their ability to harness and use the Force as a weapon, too.

Using the Force as an advantage, players can draw Force Lightning to drain power from enemy crafts, or use Force Shields, which throw up a defensive barrier and add to the craft's mechanical protection. Or how about Force Reflex? It's a special effect that slows the world outside the *Starfighter* craft while its performance is unaffected. Lastly, the Force Shockwave radiates a multi-directional energy surge outward from the ship, damaging targets within a certain range.

All in all, Lucas is giving us another good, solid game for which to rejoice. With land- and space-based battles and

the interesting use of the Force in spacecrafts, the upcoming shooter could carve out new territory in the genre. Come this March, you're sure to find out.

– Douglass C Perry ■



Details ::

Publisher :: LucasArts

Developer :: LucasArts

Genre :: Space Combat

Number of Players :: 2

Release Date :: March 2002



PlayStation 2 :: Preview

COMMANDOS 2

A real-time strategy game on consoles that may actually be good?

Being a console gamer for most of my life, I feel as if in the world of videogames that's sort of like saying you're a speed freak, or a hyperactive kid of some sort. Games need to have the fast-action twitch, the instant gratification of the controller, quick load times, simplicity, zany humor, and every other plug-and-play concept instantly injected into your kinetically fired-up nervous system like fireworks in a jar.

That's why it takes me, and many other console kids time to dig into a realtime strategy game. Yes, the word I spoke was S-T-R-A-T-E-G-Y. It's not hard to learn (but hard to say), and in my time as an editor, it's rare that I've seen even a good real-time strategy game perform well on a console. So, it's always with a kind of curiosity that I approach a game such as *Commandos 2*. I mean, even the name reeks with a PC fume. But the point is, as with all potentially inviting games like this one, it's worth taking a look at.

Luckily, *Commandos 2* has many draws and enough variances from the standard RTS to make it unique. Perhaps one of my favorite parts is that of the nine characters from which you can select, one of them is the dog named Whisky.

Blending action and small-scale realtime strategy with a heavy seasoning of stealth elements that should bring *Metal Gear Solid* to mind, *Commandos 2* for the PS2 looks great. Set in an isometric world reminiscent of the old Bullfrog action-sim *Syndicate*, it enables you to control nine elite WWII troopers on all kinds of missions behind enemy lines. The worlds are all constructed from thousands of polygons, wrapped with highly detailed,

prerendered textures, which become so miniscule and refined they're hard to see, even with the zoom lens working.

Stealth, strategy, and teamwork are what comprise the meat of *Commandos 2*. The game has the scale of an action-adventure, but it demands plenty of forward thinking and the methodical control of a strategy game. Each member of the team has his own arsenal of weapons and special skills – the grunt, the sniper, the driver, the sapper, the diver, the spy – and you can control them independently or in concert to achieve your mission objectives.

The big leap forward is into the third dimension. Players see the game from an isometric viewpoint, and are given ample tools to take control of the landscape. A zoom lens enables distant or close-up views for those with thick glasses or without, and a manually swiveling function to spin the environment around for a better perspective on things. Take note military fans, this one's for you.

– Douglass C Perry ■



Details ::

Publisher :: Eidos Interactive

Developer :: Pyro Studios

Genre :: Realtime Strategy

Number of Players :: 1

Release Date :: March 2002



TRANSWORLD
SURF

PlayStation 2 :: Preview

TRANSWORLD SURF

The best surfing game on the planet is coming to PS2. Details and new screenshots.

With skateboarding leading the way in the wild new world of sports, developers have begun the hard and treacherous path of searching out every extreme sport possible. The latest trend: Surfing. To create a surfing game the likes of *SSX Tricky* and *Tony Hawk's Pro Skater 3*, both of which exhibit crystalline execution in all key areas, however, is no easy task. It's not like those games aren't difficult to make; they are indeed treacherous to perfect, requiring artistic flair meshed with superb programming, an excellent 3D engine, focus, vision, and a great and totally dedicated team.

This is all true for surfing games, too, but surfing requires something different, more mercurial, and certainly more technically challenging. Unlike snowboarding and skateboarding, all of which have stable, concrete surfaces, surfing takes place on water. Moving water. Varying, moving water. Fluid, varying, moving water. Developers have a hard enough time creating decent still water, much less surfable waves of water.

But after years of development, the new consoles have quickly given Angel Studios the wherewithal to bring a serious surfing game home. Best of all, the waves are just short of awesome. With *TransWorld Surf* now coming to PlayStation 2, budding videogame surfers are in for a wonderfully wet treat.

These waves are burly, varying from location to location. Some spots have moderately sized waves, while others offer up mondo sets that enable players to stand up in the tube with headroom to spare. Some are more vicious than others, peaking more often, and with rougher wildlife, too. Yes, wildlife. Angel has peppered each level with living



obstacles that become part of the mix, so you'll have to avoid hitting sharks, or conversely, free dolphins from nets, and then there are all sorts of interactions with turtles, seagulls, and well, you get the picture.

TransWorld Surf brings home the true-to-life experience of surfing in 10 different surf spots. Ranging from San Francisco's Fort Point to Pipeline (Hawaii), Teahupoo (Tahiti) to Kirra Point (Australia), the waves differ in shape, size, and more. The PS2 version includes one new surf spot not found in the Xbox version – Todos Santos, Mexico. Other new additions include an updated surfer roster, and a new multiplayer mode. Players can surf in the booties of 13 top ranked surfers, including Taj Burrow, Andy Irons, Shane Dorian, among others.

TransWorld Surf highlights seven gameplay modes, including single-player ProTour, FreeSurf and Single Session modes, and two-person multiplayer Freesurf, Competition, King of the Wave and the new PlayStation 2-exclusive Shark Attack mode. Shark Attack plays like "Tag" in the ocean. Other additions include a Shark Attack multiplayer mode and updated sponsors and licenses. – **Douglass C Perry** ■



Details ::

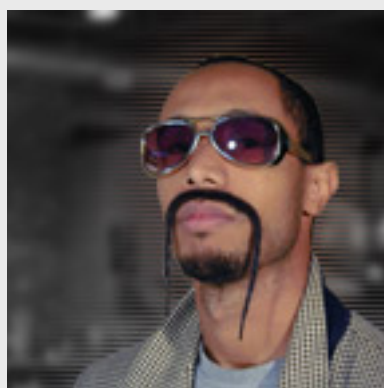
Publisher :: Infogrames

Developer :: Angel Studios

Genre :: Extreme Sports

Number of Players :: 2

Release Date :: March 2002



Aaron Boulding

This Month in Xbox ::

The first half of 2002 for the Xbox is going to serve two purposes. First, all of the titles that didn't make the launch/holiday period should finally make it to store shelves during these early months. *WWF Raw* and *Jet Set Radio Future* are just two of the many Xbox exclusive titles that will be getting plenty of play along with other upcoming hits like *NBA Inside Drive* and *Rallisport Challenge*. Throw in big time ports like *Tony Hawk 3* and *Agent Under Fire* and the Xbox's library should be nice and well rounded by the time E3 rolls around.

And the mention of E3 only reminds of the other half of Xbox's 2002 attack: The Setup. Beginning now and continuing throughout the spring, we'll be getting word about the Xbox's holiday lineup for this coming year. The PS2 came through with flying colors during its second holiday season, and November-December of 2002 will be just as critical for the Xbox. What games will there be? Have all the major companies finally hopped on the Xbox bandwagon? What about the online program? Those are the answers we're expecting during this "slow" time of early 2002.

For more Xbox news, reviews, previews, and more, visit:

<http://xbox.ign.com>.



Featured Preview ::

038 :: Spy Hunter

Also In This Issue ::

039 :: Preview: Street Hoops

039 :: Preview: Conflict: Desert Storm



Street Hoops ::

Activision takes real life ballers to court.



Conflict: Desert Storm ::

There are bad people in the world, and you get to kill 'em.

Editor's Most Wanted ::

5 :: Tony Hawk 3

4 :: Unreal Championship

3 :: Brute Force

2 :: Medal of Honor: Allied Assault

1 :: Project Ego

Office Abuse ::
Don't make me work by
myself in the closet
anymore...please



SPY HUNTER

Xbox :: Preview

SPY HUNTER

The arcade classic gets a new paint job and some snazzy new weapons to boot.

The theme from *Peter Gunn* had just about faded from everybody's consciousness when Midway made the announcement that *Spy Hunter* was making the leap to 3D a couple years back. Of course, *Spy Hunter*'s big leap was onto the PS2, but the Xbox version, you had to know, wasn't too far behind. The super sophisticated Interceptor spy mobile looked quite nice in the third dimension, and it should, dare we say it, look even better on everybody's favorite Microsoft console.

It's still all about the machine guns and oil slicks, but now, because of wonderful 21st century videogame technology, you get all kinds of special effects when you blast those enemies off the road and send them spinning to their deaths. Plus, there are all new gadgets like flamethrowers and EMP weapons for you. In the original arcade game, there was nothing cooler than driving into the boathouse and transforming your sports car into a speedboat and continuing the mission on the water. This being the 2002 update, you still transform the G-6155 Interceptor, but now they've gone and added motorcycle and watercraft versions to the car/boat mix. Different vehicles, different physics but the same old arsenal of ass kicking, anti-bad guy weaponry that should be in pretty much every videogame with the possible exception of tennis.

We were hoping to see the volume of PS2 ports slow down sometime during the first half of 2002, but a game like *Spy Hunter* coming out means there must still be a market for old PS2 games on the Xbox. Midway had *NHL Hitz* and *Arctic Thunder* available around the launch of the system, and unless there's some tremendous exclusive content somewhere up the sleeve of *Spy Hunter*, we're not sure why the spy action/driving game couldn't have come out around the same time.

Maybe the best part of the new fangled *Spy Hunter* will be the lyrical version of the Peter Gunn theme recorded by Saliva. Before you would just have the bass notes playing the background, but on Xbox you're getting the opportunity to sing along as you launch rockets and smoke screens at enemies.

There's no indication that the Xbox game is going to have extra levels, vehicles, or any other enhancements over the PS2 original, so overall depth may be a problem again. You can look forward to the 14 missions and the four different Interceptor configurations in *Spy Hunter* when it arrives this spring on the Xbox.

— Aaron Boulding ■



Details ::

Publisher :: Midway

Developer :: Paradigm Entertainment, Inc.

Genre :: Action

of Players :: 2

Release Date :: March 2002

**Xbox :: Preview****STREET HOOPS**

Activision takes real life ballers to court.



EA's *NBA Street* has some competition. Late this summer, Activision will bring true street ball to Xbox with *Street Hoops*. Featuring real street ballers like Hot Sauce, Headache, Main Event, and the original half-man half-amazing, *Street Hoops* brings gamers the thrilling non-stop action of the street game. These guys make the Harlem Globetrotters look like chumps.

Take your team of ballers on a world tour, defeating other teams to become king of the court. To score new gear, like 'do rags, jewelry, and better sneakers, you need cash. And the best way to get cash is by placing some bets down with a bookie before your game. No, you can't bet against yourself and tank. *Street Hoops* offers a level of customization unseen in any previous basketball game. There's licensed apparel, tattoos, earrings and necklaces, all of which can be purchased for your baller with just a little bit of green.

With real courts like Oakland's Mosswood Park and fantasy courts like the Acropolis, you'll have plenty of places to throw down a fierce jam. Characters are accurately motion captured and all of the big boys have signature crossovers. You get behind-the-back passes, ball fakes aplenty, and a variety of dunks to enjoy.

The game plays fast, with showmanship at a premium. Black Ops has managed to capture the spirit of street ball. You may not know these ballers know, but once you've played a little *Street Hoops*, you won't be able to forget them. — **Hilary Goldstein** ■

Details ::

Publisher :: Activision

Developer :: Block Ops

Genre :: Sports

Release :: August 2002

Xbox :: Preview**CONFLICT: DESERT STORM**

There are bad people in the world, and you get to kill 'em.



The world of videogames is taking a page out of Hollywood's playbook with a renewed focus on military themed titles. *Conflict: Desert Storm* is a promising stealth game in the same vein as Red Storm's *Rainbow Six* franchise but set against the backdrop of the UN's Operation Desert Storm. Many observers felt the Gulf War was the easiest, most consumer friendly "war" since the Spanish American War of the late 19th century, now Xbox gamers will get to experience the liberation of Kuwait themselves.

In *Conflict*, players will control small squads of elite combat troops like the British SAS and America's Delta Force. Each combat unit will have a team leader, a heavy weapons expert, a sniper and an infiltration expert. Each piece will be interchangeable when it comes to missions but it will be in your best interest to let the experts do their thing when and where it's appropriate.

The variety of missions include search and rescue, scud-hunting, assassination attempts and a raid on Baghdad itself. Each mission will force players to rely on the right combination of stealth, firepower and intelligence. You'll be able to switch from one character in your combat unit to another on the fly, but you'll be responsible for their safety in real time.

With games like *Ghost Recon* and *Brute Force* on the way to the Xbox this year, *Conflict: Desert Storm* will have its work cut out for it. If it can strike the right balance of *Three Kings* and *Black Hawk Down*, this game could be one to watch for in mid 2002. — **Aaron Boulding** ■

Details ::

Publisher :: SCl

Developer :: Pivotal Games

Genre :: Stealth Action

Release :: Summer 2002



Steven Horn

This Month in Entertainment ::

Welcome to the Desert of the Real

M. Wiley and I just attended a product demo and party for Monster Cable at CES in Las Vegas. Crosby, Stills, and Nash (CSN) were hired for Monster's private shindig in a back room of The Mirage. There was something profoundly sad about witnessing a trio of greying millionaire rockers grunting through their songbook while a gaggle of A/V cable geeks yacked on and on about electronics and sales.

My profound impression from CES this year was that there is nothing much new under the sun. Oh sure, some new wireless devices, smaller PDAs, advances in home theater sound processing but nothing really grabbed me.

It's a strange feeling to realize that the "fantasy" world I live in (via games, DVDs, movies) is 10000 times more interesting than the "real" world.

Lately, I've been keeping in touch with my fantasy life (certain fantasies anyway) through our new portal (see below). As depressed as I get seeing things like the CSN debacle, it helps knowing there will always be plenty of DVDs, movies, and nifty gadgets to pass the time. God Bless Entertainment! Amen! We'll see you there ...

Now open 24 hours!

<http://entertainment.ign.com>

:: FANTASY PREVIEW



Feature ::

041 :: The Aragon Stage One

Also In This Issue ::

042 :: Gear Review - Evolution Motion Picture Player

043 :: DVD Previews (*Jay & Silent Bob, A.I.*)



JAY & SILENT BOB STRIKE BACK

Jay & Silent Bob take revenge in their own movie.



A.I. ARTIFICIAL INTELLIGENCE

His love may not be real, but this eagerly awaited DVD will soon be.

Editor's Most Wanted ::

- 1 :: The Matrix Reloaded. 2003? ARRRGH!
- 2 :: Ferrari 360 Modena Spider F1
- 3 :: Kirsten Dunst
- 4 :: Resident Evil (GCN)
- 5 :: The Game - Criterion Collection (DVD)

Office Abuse ::

With the untimely departure of Dave Z., Steven Horn is now the fattest editor on staff, as well as the phattiest.



Gear :: Fantasy Preview

THE ARAGON STAGE ONE

Sometimes you just need to dream a little...

(Price: \$4000)

Sometimes you just need to dream a little, think outside the box, set a goal. What more could get the dream juices flowing than the new Stage One 7.1 Preamp and Processor from the enlightened minds at Aragon/Klipsch? The Maserati of high-end home theater control, the Stage One seems to be as versatile as it is easy to use.

Aragon, acquired by Klipsch in 2001, has always held the philosophy that "no component can be truly high-end if any aspect of its design comes between you and the music or movie experience you bought it to deliver." The Stage One is the epitome of that philosophy.

Let's start the party with seven "smart" external AV inputs. Whether they are analog or digital audio, composite, component, or S-Video, the Stage One automatically accepts and decodes the input. No more messing with complex set-up procedures for all your different units. The Stage One also sports a multi-channel analog input for things like DVD-Audio or the new Super Audio CD format (SACD). The unit is so advanced, it even delivers broadcast-quality switching that can route signals as advanced as HDTV with zero degradation.

The Stage One supports all major surround-sound formats (Dolby Pro Logic II, THX Surround ES, DTS ES) including 5.1, 6.1 and 7.1 decoding. The gem, though, is the full certification by THX Ultra 2. Lucasfilm emphasizes THX Ultra 2 for reproduction of multi-channel music recordings as well as movie soundtracks. Simply put, it delivers the best sound possible.

Further on the "ease of use" motif is the heavily customized Philips ProntoNEO that comes with the unit. The ProntoNEO is a backlit *programmable* remote unit, which means you can throw away all your other remotes. Forever.

Add to this tantalizing mix a simply gorgeous brushed aluminum faceplate with blue illumination in a steel chassis and you have got the granddaddy fantasy system. The price for this piece of sonic art weighs in at a hefty \$4,000 but that's no problem for a playa like you. Now all you need are some speakers ...

We'll be taking a closer look at the Stage One on IGN Gear (<http://gear.ign.com>) in the near future so keep checking in with us daily. — **Mike Wiley** ■



**Gear :: Review****EVOLUTION MOTION PICTURE PLAYER****DataPlay is upon us... and it's not just for music anymore.**

(Price: \$400 - 450)

Remember when Evolution Technologies was a young buck of a company? It was at CES 2001 that I first discovered the firm. They were debuting their NeckPhone MP3 player, the first of its kind and still one of the only completely wireless digital music solutions. As it turns out, the folks running the show at Evolution chose an apt name for their brainchild. While the booth itself was modest, the shelves were lined with plenty of goodies. The DataPlay audio portable stood out largely because it will be one of the first players sporting this new technology. However, Evolution's piece d'resistance was their Motion Picture Player, which not only uses DataPlay discs, but also supports both audio and video playback.

The MPP is the first digital media player I've seen designed so plainly like a cell phone, albeit a somewhat dated model. It looks much like an older Samsung, or perhaps a Motorola. This design would be overkill if the player simply handled music, but it makes a lot of sense considering that the unit has an LCD, which needs protection. And when folded the player is still fairly compact, so it is still practical as a portable.

The LCD itself is a very sweet little number. I forgot the resolution, but it measures 2.5 inches diagonally – hardly enough for an engaging cinematic experience, but fine for watching a flick on a plane or during a long commute, which is basically what the video feature is intended for.

The display is backlit, which is often a mixed blessing: good because it's backlit, bad because backlit LCDs eat batteries like nobody's business. In order to feed the MPP's appetite, Evolution opted for a Lithium-Polymer rechargeable. This type of battery can be found in Apple's iPod, the Bantam BA800 and the forthcoming Nomad 3. Lithium-Polymer batteries offer enormous life from a single charge; the new Bantam should hit 25 hours of playback. Granted, the MPP handles audio and video, and has to power an LCD, but with hope we will see double-digit play times.

As for format support, the MPP will be able to handle MP3, AAC, and WMA for audio and WMV and ASF for video. I am not positive about future support, but I can't imagine anyone releasing a portable without upgradeable firmware.

Besides using DataPlay discs, which come in both 250 and 500MB flavors, the MPP has an MMC (MultiMediaCard) slot and 128 MB of internal flash memory. Considering the recently announced MMC

capacities, the MMP could conceivably pack almost one gig of content – not bad for something the size of a cell phone.

So when can you get one? Evolution hasn't announced an exact release date, but the MPP should see the light of day some time this spring. Better start saving soon.

– **Mike Wiley** ■





DVD :: Preview

JAY & SILENT BOB STRIKE BACK ::



After four movies of just being background decoration, Jay & Silent Bob are finally taking revenge in their own movie. In order to get the cash they deserve for a movie that is modeled after them, the dynamic duo takes a cross-country trip through the entire View Askew universe.

The DVD will be a two-disc set with anamorphic widescreen video and the following features:

SPECIAL FEATURES ::

- Audio commentary.
- Deleted scenes with introductions.
- "The Secret Stash" with intros.
- Gag reel with intro.
- Internet Trailers with intro.
- TV Spots.
- Still Galleries.
- Storyboard.
- Behind-the-scenes featurette.
- Three music videos.
- Comedy Central special on the film.
- A guide to Morris Day & the Time.
- DVD ROM Open Mic Commentary.
- DVD ROM Screenplay.

DVD Info ::

Price :: \$29.99

Release :: February 26th

DVD :: Preview

A.I. ARTIFICIAL INTELLIGENCE ::



Based on an idea being developed by the late Stanley Kubrick, A.I. found limited success in theaters this past summer, but it also managed to gather a small cult following who have eagerly been awaiting the DVD.

When it set arrives you can expect to find the following special features:

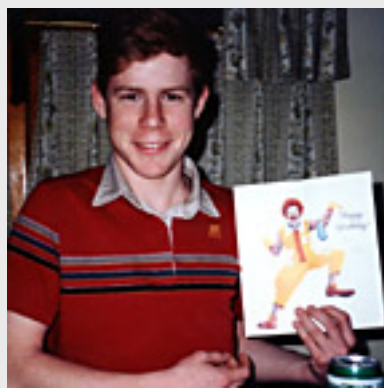
DISC FEATURES ::

- A documentary detailing how the vision of "A.I. Artificial Intelligence" was brought to the screen.
- A rare look at the production design from the original conceptual drawings to the building of the sets.
- Interviews with Steven Spielberg, Haley Joel Osment, and Jude Law.
- Behind-the-scenes featurettes on the design, lighting and costumes for "A.I. Artificial Intelligence".
- An in-depth look at the development and creation of the robots of "A.I. Artificial Intelligence" including a behind-the-scenes visit to Stan Winston Studios.
- The creation of various special effects on the set with effects supervisor Michael Lantieri.
- Interviews with Dennis Muren and Scott Farrar of Industrial Light & Magic special effects group about the seamless blending of animation and live action.
- A visit to Skywalker Sound with sound designer Gary Rydstrom.
- A conversation with composer John Williams about scoring "A.I. Artificial Intelligence" and his collaboration with Steven Spielberg.
- Storyboard sequences.
- Production Drawings.
- Photo Gallery.
- Theatrical trailers.

DVD Info ::

Price :: \$29.99

Release :: March 5, 2002



Chris "El Sexo" Carle

This Month in Codes ::

Phew! During Christmas break I played more games than I've ever played in my life, and that includes my college years—the years I lost to the Genesis. The reason? Three quality consoles and no less than a dozen great games to play. At the top of my playlist, of course, was Grand Theft Auto III, an absolute masterpiece. Check below to find a list of great codes for that excellent title. I also played a fair amount of *Baldur's Gate: Dark Alliance* and *Super Smash Bros. Melee*. You'll find codes for both below as well. Sensing a theme? If I played it over the break, you'll find codes for it.

Even with all of these tasty offerings, the game that I kept coming back to was the unassuming *Harvest Moon: Save the Homeland*. It's addictive and different, and my wife thinks it's cute. Maybe you feel this way too. Anyway, I decided that this month I'd bring you the first in a series of mini-guides to this excellent PS2 farming sim. The guide features an overview of the game and tips on how to start growing your farm quickly. You'll be growing breadfruit, marrying Lyla, and getting a dog in no time!

For more codes, guides, hookers & more, visit
<http://codes.ign.com>.



Featured Guide ::

051 :: Harvest Moon: Save the Homeland

An in-depth guide for Natsume's excellent farm sim/RPG.



Amped (Xbox)

Unlock levels, characters, and turn on super moves!



Baldur's Gate: Dark Alliance (PS2)

Getting a High Level Character... the Easy Way!

Editor's Most Wanted ::

- 1 :: State of Emergency (PS2)
- 2 :: Soccer Slam (GCN)
- 3 :: Bully (DVD)
- 4 :: Maximo (PS2)
- 5 :: Armada 2 (PS2)

Office Abuse ::

In junior high, Chris used to wear a zebra skin fedora. People called him "Zebra Man." Can you say pimp?



Amped: Freestyle Snowboarding (Xbox)

Play as the Steeze

To play as a crazy character named Steezy, go to the Cheats Menu and enter the code "ChillinwSteezy" (case-sensitive). And that's exactly what you'll be able to do...hang with the Steeze.

Turn on Super Jumps

To turn on super jumps, go to the Cheat Menu and enter the code "MegaLeg" (case-sensitive). Oh yeah. Now you'll be able to jump much higher.

Turn on Super Spins

To turn on super spins, go to the Cheat Menu and enter the code "WhirlyGi" (case sensitive). You will be able to spin a lot.

Unlock All Levels

To unlock all of the courses in the game, go to the Cheat Menu and enter "GimmeGimme" (case-sensitive) as a code. Then go tear up the new mountains. Woo hah!

Unlock Raven

To unlock Raven from the original Xbox demo, enter the code "RidinwRaven" at the Cheat Menu.

Baldur's Gate: Dark Alliance (PS2)

Getting a High Level Character...the Easy Way!

Hold L1, R2, R3 (the right stick), Left, and press Start. This changes your character into a level twenty character with one point in every single ability in the game. You also get 75 thousand gold pieces to play around with.

Unlock Extreme Mode

To unlock Extreme Mode, simply beat Gauntlet Mode.

Unlock Gauntlet Mode

To unlock Gauntlet Mode, complete the game once on any difficulty.

Unlock Invincibility and Level Warp

Hold L1, R2, Triangle, Left on the keypad, and press Start. This will unlock invincibility and warp options.

Grand Theft Auto III (PS2)

Cause a Riot

To cause a riot of the non-Zoot Suit variety, enter the following code during gameplay: DOWN, UP, LEFT, UP, X, R1, R2, L2, L1.



Grand Theft Auto III (PS2) cont.

Change Costumes

To change the costumes in the game, enter the following code during gameplay: RIGHT, DOWN, LEFT, UP, L1, L2, UP, LEFT, DOWN, RIGHT.

Improve Your Driving Skills

To make yourself a better driver, enter the following code during gameplay: R1, L1, R2, L1, LEFT, R1, R1, TRIANGLE.

Make it Foggy

To turn on the fog, enter the following code during gameplay: L1, L2, R1, R2, R2, R1, L2, X.

Make it Rain

To make raindrops keep fallin' on your head, enter the following code during gameplay: L1, L2, R1, R2, R2, R1, L2, CIRCLE.

Normal Weather

To change the weather to normal, enter the following code during gameplay: L1, L2, R1, R2, R2, R1, L2, TRIANGLE.

Pump Up the Gore

To increase the level of sticky, icky gore, enter the following code during gameplay: SQUARE, L1, CIRCLE, DOWN, L1, R1, TRIANGLE, RIGHT, L1, X.

Raise Wanted Level

To raise your wanted level (God knows why), enter the following code during gameplay: R2, R2, L1, R2, LEFT, RIGHT, LEFT, RIGHT, LEFT.

Speed Things Up

To make time pass faster, enter the following code during gameplay: CIRCLE (three times), SQUARE (five times), L1, TRIANGLE, CIRCLE, TRIANGLE.

Wanted Level Down

To drop your wanted level, enter the following button combo during gameplay: R2, R2, L1, R2, UP, DOWN, UP, DOWN, UP, DOWN.

Metal Gear Solid 2: Sons of Liberty (PS2)

Bathroom Problems

When you're listening to the conversation between Ocelot and Solidus with your Directional Mic, press Left to point the mic at the bathroom. You'll be able to listen to a very humorous scene where some guy is having problems on the toilet.



Metal Gear Solid 2: Sons of Liberty (PS2) cont.

Daze the Guards

Even the stealthy sometimes get caught. When this happens, a blue exclamation point will appear above the guard's head. If you shoot the blue punctuation mark, you'll knock the guard out temporarily.

Extreme Mode

After you beat the game once you'll unlock the Extreme difficulty level.

Get Digital Camera

After you beat the game, you can play the game over with the same save and you'll have the Digital Camera in your inventory for both the Plant and Tanker episodes. You can use this to take pictures and to save them onto your memory card.

Get the Wig

First play through both the Tanker and Plant episodes and get every dog tag. Then start a new game and save. You will then have a wig in your inventory that gives you infinite ammo and allows you to not have to reload.

Getting Dog Tags

Most of the normal guards in the game have Dog Tags that contain the names of the game's development team and those who won Konami's contest. To collect the Dog Tags you must hold up the guard and then make him shake and give it up by pointing your gun at his head or crotch. Dog Tags can be collected for each of the game's four difficulty levels.

Make Yourself Stronger

Anytime you find yourself hanging from a bar or edge you can press the R2 and L2 buttons to make the character do a pull-up. After you do 100 of them your grip strength will be raised one level.

Skip Codec Text

You can quickly skip through all the Codec voices and text by pressing the triangle button twice. The first will stop the voice and text and the second press will cause the rest of it to scroll through quickly.

Special Message From Otacon

If you take pictures of all the girl posters and the two locker doors that have a guy and girl on them next to each other and upload them to Otacon instead of the photos of the Metal Gear Ray, you'll get some hilarious responses from him.

Waking up Soldiers

If you need to get a Dog Tag from a knocked out guard, just spray coolant on his face to wake him up and then try to hold him up.

Zoom-in on Cut-Scenes

Press the R1 button to zoom in on the real-time polygonal cut scenes. When holding the button down you can move the camera around slightly with the right analog stick.



Soldier of Fortune (PS2)

Replenish Ammo

If you ever need to spruce up your ammo supply, there is an easy, cheaty way to do it. Press SELECT during gameplay, then press R1 and SQUARE + LEFT. When you return to the game, all weapons will have their full amount of ammunition. Repeat the code whenever you need more ammo.

Turn on God Mode

To turn on God Mode (which makes your player invincible), press SELECT during gameplay. Then press and hold R1, L1, R2, L2 and SQUARE. Press LEFT, then return to gameplay and God Mode will be turned on. To turn it off, repeat the code. Happy hunting!

Super Smash Bros. Melee (GCN)

Alternate Music

To listen to alternative music tracks on select stages, press and hold either one of the two analog trigger buttons (L or R) when picking your stage. The following stages have alternate music tracks available:

- Great Bay: Saria's Song
- Hyrule Temple: Fire Emblem
- Icicle Mountain: Balloon Fight
- Big Blue: Mach Rider
- Yoshi's Island: Super Mario Bros. 3
- Onett: Earthbound (2)
- Pokemon Stadium: Pokemon Battle Theme
- Mushroom Kingdoms I and II: Dr. Mario
- Battlefield: Multi-Man Melee Theme
- Final Destination: Alternate SSBM Theme

Arrange Trophies Differently

While going to the Collection screen to view your trophies, hold L and the trophies will be displayed in rows. Hold R and the trophies will be arranged in a circle. Hold Y and the trophies will be arranged in a triangle.

Earn More Coins

Did you know that the amount of coins you receive after a match is directly related to how often you "smash" the stick during battle? If you want to make easy money, enter the Adventure Mode and make your way all the way through the first level. But before you exit, stand on a secure platform and wiggle the control stick right and left "Decathlon" style. You don't even need to complete smash moves – moving the stick all the way is enough to earn cash. When you exit and finish the stage you will receive a much higher number of coins. You can do this in any mode or on any level, but you get a lower amount of coins in Vs. Mode (unless all players do this trick at the same time).

Random Stage Switch

Unlock all secret stages (except for the classic N64 stages and Battlefield and Final Destination) to reveal a random stage switch. As soon as you start your melee from the character select screen the match will start. This means you don't have to waste time loading the stage select menu.



Super Smash Bros. Melee (GCN) cont.

Unlocking Hidden Characters

Naturally Super Smash Bros. Melee is filled with playable characters. There are 14 selectable as soon as you boot it up, but you'll find another 11 waiting for you to be unlocked for a total cast lineup of 25 characters. There are genuinely new characters as well as clones. Clones usually share the same moves and attacks as one of the main characters with some subtle adjustments. Apparently there are several ways of unlocking characters either via Vs. matches or single-player mode. Once the conditions are met, the secret character will appear and challenge you to a battle. Win the battle, and you get the character. Here's the ways to do it:

- **Jigglypuff** – Clear Adventure or Classic mode with any character or play Vs. more than 50 times.
- **Luigi** – Luigi's appearance depends entirely on your level time for the first Adventure mode level. The time stops the moment you jump the "flag" finish line at the end of the Mushroom Kingdom sidescrolling level. Look at your seconds counter and try to time it so that you get a "2" (as in Luigi, the #2 Mario Brother) in your seconds (like 22, 52, 24, etc). If you got it right, you will see Luigi appear over Princess Peach's Castle in Adventure mode during a cut-scene. Complete the Adventure and he will appear after the credits. Or: Play Vs. Mode more than 800 times.
- **Young Link** (Clone of Link) – Clear Classic or Adventure mode with 10 characters (two of which have to be Link and Zelda/Sheik) or complete 500 Vs. matches.
- **Dr. Mario** (Clone of Mario) – Clear Classic or Adventure mode with Mario without using continues (Tip: use Very Easy difficulty) or play more than 100 Vs. matches.
- **Ganondorf** (Clone of Captain Falcon) – Clear Event Match 29 or play more than 600 Vs. matches.
- **Pichu** – Clear 200 Vs. Matches, clear Event Match 37, or conquer Classic mode with Mewtwo.
- **Marth** – Use the original 14 characters at least once in Vs. or another regular mode, or play more than 400 Vs. matches.
- **Roy** (Clone of Marth) – Clear Classic Mode with Marth without using a continue or play more than 900 Vs. matches.
- **Falco** (Clone of Fox) – Clear 300 Vs. Matches or beat the 100-Man Melee.
- **Mewtwo** – Rack up 20:00 hours in Combined Vs. Play Time or play 700 Vs. matches.
- **Mr. Game & Watch** – Clear Target Test, Classic, or Adventure mode with all 24 characters. Or: play more than 1,000 Vs. matches.

Unlocking Stages

SSB Melee has a lot of stages to select from. While the select screen only indicates you can unlock five, there are actually more than that. Note that there is a certain random element to the unlocking of the first four stages. Sometimes, the first stage you unlock isn't Brinstar. If it didn't unlock at 50 matches, it will unlock at 100, 150, or 200.

- **Planet Zebes: Brinstar Depths** (Metroid) – Play 50 Vs. matches.
- **Eagleland: Fourside** (Earthbound) – Play 100 Vs. matches.
- **F-Zero Grand Prix: Big Blue** (F-Zero) – Play 150 Vs. matches.
- **Kanto Skies: Poké Floats** (Pokémon) – Play 200 Vs. matches.
- **Mushroom Kingdom II** (Super Mario Bros. 2) – Get Birdo or Pidgit trophy from Super Mario Bros. 2.
- **Superflat World: Flat Zone** (Game & Watch) – Unlock Mr. Game & Watch and defeat Classic mode with him.
- **Battlefield** – Defeat All-Star Mode (secret mode) with any character.
- **Final Destination** – Clear all 51 Event Matches.
- **Dream Land** (Classic N64 Kirby Stage) – Complete Target Test successfully with all 25 characters.
- **Yoshi's Island** (Classic N64 Yoshi Stage) – Hit 1,323 feet (or more) in the Homerun Contest with Yoshi.
- **Kongo Jungle** (Classic N64 DK Stage) – Finish 15-minute Melee with any character (Tip: use Donkey Kong with his down+B ground slap).



Super Smash Bros. Melee (GCN) cont.

Unlocking Hidden Modes

There are several hidden modes of play hidden within the single-player mode as well as the options menu. Event Matches are a huge part of single-player and at first sight it appears there are only 30. However, as you unlock new characters and stages new Event challenges will be revealed.

- **Event Matches 31-39** – You'll need to unlock Jigglypuff, Luigi, Dr. Mario, Falcon, and Young link on top of clearing the first 30 Event Matches.
- **Event Matches 40-50** – Unlock all hidden characters and stages.

As a special treat there is an extra Event Match that allows you to unlock the special Sound Test feature in the options menu.

- **Event Match 51** – Clear all previous events.
- **Sound Test** – Unlock every stage and character.

For die-hard players, there is also a hidden Score Display option:

- **Score Display** – Get a total of 5000 KOs and you will unlock this option that lets you see the players' scores during a match (instead of afterwards).

Finally there is a secret All-Star mode which sends you fighting all 25 characters in a gauntlet-type setup. You will have access to three heart recovery items, but no more, so you'll have to ration your energy properly.

- **All-Star mode** – Unlock all 25 secret characters.

It should be noted that there are numerous hidden trophies that unlock randomly with your progress, so be sure to keep your Vs. Match count high and complete as much as possible if you're looking for more trophies.

Moulin Rouge (DVD)

All fifteen Easter Eggs

- The first one can be found in "The Cutting Room". Highlight Main Menu, and then press Left to make a windmill appear. Press enter to view an outtake of "Your Song".
- Next, you can find another in "Dance". Highlight A Word From Baz, and press right to make a fairy appear. Then press enter to view the behind the scenes clip.
- For another outtake, head to the fourth page of "A Courtesan's Wardrobe" in costume design, and press up to make a fairy appear.
- There is a very short clip of Baz and Dubsy in a car go to the "The Lady Marmalade Phenomenon" in the Music menu and press right.
- To see Baz on the soundstage, check out the "Spectacular Spectacular" section in Set Design and press up on the second page.
- Once again in Set Design, choose the "Gothic Tower" and on the fifth page press up to see a rehearsal clip.
- You can find a make-up test by heading into the "Design" menu and entering "18" and the "99" on your remote.
- If you want to see the Bohemians do the Can Can, go to page five of the "Bohemians" still gallery and press up.
- To see a clip of Ewan with bagpipes, head to the first page of "The Stars" menu and type "9" and then "17" on your remote.
- For a costume test, go into the "Photo Gallery" in Marketing and press right on "Mary Ellen Mark".
- Another outtake can be found in the "Old Storylines & Script Comparisons" section of "This Story is About". Press right on "return" to find it.
- To see Baz dance like a virgin, go to "Choreography" and press right at "main menu".
- You can find a gag in the "Smoke & Mirrors" menu by typing "5" and then "18" on your remote.
- In the John Leguizamo section of "The Stars" press up to see him in a Citar outfit.
- Next to "The Dance" you can find an outtake of Zidler dancing.



HARVEST MOON

Save The Homeland



On the surface, Natsume's excellent farm sim/RPG *Harvest Moon: Save the Homeland* is a simple game. When I first heard of *Harvest Moon 64*, I said to myself, "How can they make a game about farming? What's there to do?" But soon I found out. There were chickens to be fed, fields to be plowed, seeds to be planted, and ladies to be wooed. *Harvest Moon 64* was one of the most deep, engaging games I have played. That same spirit continues in *Save the Homeland*, except this time, in addition to raising a farm, you have to find a way to save your land from impending doom. Developers want to come in and turn your community into a resort; you have to make sure that doesn't happen.

But before you do that you'll have to learn how to run your farm. The following guide is intended to help you get a fast start so you can get your farm on track immediately, begin making money, and focus on the other task at hand...saving the homeland! ►



FIRST THING'S FIRST

I know, I know. You hate reading manuals. I do too. But *Harvest Moon's* manual is very, very helpful; just like a tiny strategy guide. Not only does it give you basic information about the town you're living in and how to use the controls, it lets you know what you can look forward to later in the game. Keep checking back with the manual as you progress through the game. It contains valuable information about some of the events you'll encounter down the road. It also has a town map, information about when businesses are open and closed, and exactly who everyone in town is.

YOUR FARM

After the lengthy opening sequence ends, you'll find yourself alone on your farm with a handful of tools and a little bit of cash. Before doing anything else, take the time to scope out your surroundings and get a feel for where everything in your yard is. Successfully completing everything you need to do in a given day requires in-depth knowledge of not only your own farm, but the town and the surrounding area as well.



Unlike in *Harvest Moon 64*, the fields are ready to go right off the bat. All you have to do is till them and plant seeds, and you'll be well on your way to vegetables. More on that in a bit. There are three buildings already on your farm: your house, the chicken coop, and the barn. You have no use for the chicken coop until you get chickens and no use

for the barn until you get cows, but you'll want to check them out anyway.

Near the barn you'll see a fenced-in field of grass. By cutting the grass with your scythe you'll get fodder for your cows (and horse, if you have one). The fodder is placed immediately inside the silo and can be retrieved via a chute inside the barn. You don't really need to cut any fodder until you have cattle. Save your strength for getting the rest of your farm going.

Behind the barn you'll see a small cave. This is the home of the Harvest Sprites. You can go down there and visit if you like, but be sure to bring a present! The Harvest Sprites like Mushrooms above all else, so be sure to collect some (in Fall only) to make them feel welcome.

MAKING MONEY QUICKLY

Making money quickly is the fastest way to grow your farm. There are a couple of tricks to get going quickly, and they'll be covered in this section. In order to start the flow of green, you'll want to act fast and get some crops in the ground. At first you'll want to plant fast-growing crops so there's steady turnover and so you can start selling your wares immediately.



You start with a small sum of money, but you'll need to get a little more in order to buy a good number of seeds. To get the cash, till your fields. Start with the beds nearest your house and use the hoe to make the soil ready for seeds. As you do this, once in awhile, you will uncover various



minerals, metals, and coins buried in the soil. The coins will go directly into your money stash, but the minerals and limestone can be taken to various places in town and sold for cash. Precious Stones can be sold at either the Carpenter's Shop or the Tool Shop, and Limestone can be sold at the Flower Shop. This is a quick way to get a little extra spending money to jumpstart your farm.



Another way to get quick money is to forage around in the forest. The area near the Carpenter's Shop and Harvest Goddess Pond is especially stocked with goodies. Here you can find different fruits, nuts, and herbs, depending on the season. Many of these can be sold at various shops. For instance, the Supermarket buys Cranberries and Blueberries, the Flower Shop will purchase Flowers and Herbs from you, and the Cafe will take Very Berries, Cranberries, Blueberries, Walnuts, and Mushrooms off your hands. The Cafe is one of the most convenient places to make quick money, simply because the items you pick up near the Cafe can be sold immediately nearby.

After a couple of days of foraging and tilling you should have a nice sum of money. Go talk to Lyla at the Flower Shop to get some Seeds. You'll want to start out with some Potato Seeds. Get as many as you can afford, then rush home and get them in the ground before nightfall. Your field should be well-tilled at this point, so simply plant Potatoes in the two beds closest to your house and be sure to water them. Continue to water them every day (unless it's raining) until they produce potatoes. When you harvest your

first crop, take the potatoes to the Supermarket and sell them, then go straight to the Flower Shop and get some Breadfruit Seeds with the proceeds. The sooner you can start harvesting Breadfruit, the better. Not only is it a hearty plant that will produce many harvests, it will also yield a lot of money for you. The sooner you can start focusing your vegetable crop on Breadfruit, the faster you will make money.

Another way to make a quick buck is by raising chickens. Instead of buying a Chicken for 500 G to start the process, though, go to Clove's Villa and buy an egg. Bring it back to your chicken coop and place it on the incubator. Three days later you'll have a chicken for the price of an egg. Wait for the chick to grow into a chicken and to start laying eggs. Each time an egg is laid, put it on the incubator to make it grow into a chick. Then raise the chick until it becomes a chicken. Either sell your chickens to Brownie Farm for a pretty penny, or sell your eggs to Clove Villa to make a more constant income off of your poultry.



You can also roll in some money by working for Bob at Brownie Farm. Go talk to him at his shop and he'll ask you if you want to do part-time work. Say, "Yes," and he'll take you to the farm. Here you'll have to brush, feed, and milk his cows, and take care of his horses. Not only do you make over 200 G a day doing this, but you also earn Bob's trust, which will ultimately earn you a horse of your own.

A good combination of all of these moneymaking tactics will earn you lots of dough quickly. What's the rush? The ►



sooner you can get a Kitchen, a Dog House, and the ability to afford livestock, the better your life will be. It's also nice to have a lot of money to buy the townspeople presents. It may sound shallow, but the more presents you give, the better you'll be liked. Ultimately, you have to be liked in order to trigger any of the events that will eventually save your farm.

ANIMAL BUDDIES

Farming isn't only about growing vegetables...it's about raising animals as well. You can get chickens and cows from the Brownie Farm shop, but there are two animals in the game that you can only get through friendship and kindness: the horse and the dog.

When you begin the game you'll notice several stray dogs wandering around. If you approach them, they'll run away. To woo a dog to your yard, keep putting food in his bowl. Anything will do: grass, eggs, berries. When you place these foods in the bowl, they immediately turn into doggie mush. After a while, you will notice the dog appearing at your farm more and more. Keep trying to pick up the dog (X). At some point, he will let you pick him up, and he will be yours!

To get the horse you'll have to visit Bob's farm quite a bit. Do part-time work taking care of his horses and cows, and give him lots of presents (he likes sweets). Eventually, after a solid chunk of work (a season or more) and a good deal of present-giving, he'll bring a horse to you. The horse is important for one of the events that could potentially save your farm, so put a lot of effort into getting it. Besides, how else will you be able to horse race?

BUDGETING YOUR DAY

In order to be a successful farmer, you'll have to plan your day well. You don't want to run out of time or forget to do something. Forgetting to water your crops will make them wither. Forgetting to feed your chickens will make them sick and could kill them. Therefore, it is important to take care of your responsibilities at home before you go strolling around town.

To make sure I do everything important first, I always take care of my farm right away in the morning. I take my dog outside and feed him, then take the chickens out (unless it's raining) and collect the eggs. Then I milk the cows before taking them outside (again, avoiding the rain).

Remember, if it's raining, you'll have to feed your animals indoors.

Once the animals are tended to I turn to the fields. First I water all of the crops, then pick whatever needs to be harvested. Then I take the produce to the supermarket and sell it. After that I'm off to do part-time work. Once that's complete I usually go foraging or fishing, then stop by the Cafe at the end of the day. This is a great place to mingle with a lot of people at once. If you've collected presents people might like, this is the time and place to hand 'em out.

Remember: Whenever you're indoors, the game clock stops. You can spend as much time talking to people as possible without fearing that it's getting too late.

When the sun starts to sink down, I head home and put all the animals back inside. If you have cows, you have to go home a little sooner, as they tend to take a little longer to get back into the barn. Once the animals are put inside, I grab my dog and go inside to sleep.

Keeping things regimented like this will help you later in the game when you have a ton of stuff going on at once. If you have a routine, you know you're not going to miss anything important. If you don't, you could end up losing resources and struggling to get back to normal.

IT'S PEOPLE

Interpersonal relationships are vital to your success in the game. Talk to everyone in town. If you pass a person on





the street, be sure to stop him or her and have a word. The more you talk to people, the more they will trust you. To really get people on your good side, give them a present when you seem them. Specific townspeople have different likes and dislikes, so pay attention to their reactions.

It's important to give townspeople greetings and gifts on their birthday to get in their good graces. Here's a list of all of the birthdays in town (and what each person likes):

Ronald, the Supermarket Owner:
Spring 11 (likes Cake)

Parsley, the Plant Hunter:
Spring 16 (likes Herb Tea)

Lyla, the Flower Shop Owner (and the cutest girl in town):
Spring 27 (likes Pink Cat Flowers/Blueberries)

Wallace, the Cafe Owner:
Summer 1 (likes Tea/Fish)

Bob, owner of Brownie Farm:
Summer 1 (likes Sweets)

Gwen, the Carpenter's daughter:
Summer 8 (likes Food)

Joe, the Carpenter:
Summer 10 (likes Fish)

Katie, the Cafe Waitress:
Fall 29 (likes Cookies/Cheese)

Louis, the Tool Shop Owner:
Fall 2 (likes Eggs)

Tim, Bob's little brother (the treasure hunter):
Fall 12 (likes Eggs/Cake/Tea)

Gina, the Maid's daughter:
Fall 20 (likes Fish/Eggs)

Woody, the Carpentry Shop Owner:
Winter 2

Dia, Clove Villa daughter:
Winter 9 (likes Blueberries)

Kurt, the Carpenter:
Winter 10 (likes Tomatoes)

Martha, the Clove Villa Maid:
Winter 25 (likes Cheese)



These things should help you get off to a fast start in *Save the Homeland*. In next month's Unplugged, we'll be sharing advanced dating techniques, how to trigger events, and explaining the nine endings in further detail. See you then! ■



IGN.comic ::



IGN Design Most Wanted ::

- 1:: More designers so that Unplugged can come out on time every month without us working 24 hours a day!
- 2:: The Dual 1-GHz PowerPC G4 from Apple so that we don't have to wait as long for crap to render!
- 3:: Unlimited access to pr0n! ;-)
- 4:: Photoshop for OS X so that we don't have to work in OS 9.2 anymore!
- 5:: One browser for all web users so that we don't have to design for IE AND Netscape!